

# Christopher Luo

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## Education

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<b>Brown University</b> – Providence, RI	Computer Science ScB
<i>Introduction to Software Engineering</i>	Graduation: May 2018
<i>Database Management Systems</i>	GPA: 3.35
<i>Introduction to Systems</i>	
<i>Cybersecurity and International Relations</i>	
<i>User Interface Design</i>	
<i>Introduction to Algorithms and Data Structures</i>	
<i>Introduction to Object Oriented Programming</i>	

## Employment

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<b>Teaching Assistant (Cybersecurity and International Relations)</b>	December 2016 - Present
<ul style="list-style-type: none"><li>Developing course resources, holding hours, and leading discussion sections.</li></ul>	
<b>Dining Services Worker (Brown University)</b>	Fall 2014 - Spring 2016
<ul style="list-style-type: none"><li>Awarded 3 supervisor commendations</li></ul>	

## Personal

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<b>Bridgehacs Hackathon (Rubber Mallet)</b>	August 2016
<ul style="list-style-type: none"><li>Pitched idea and managed a team of 5 to its completion.</li><li>Taught Java and HTML fundamentals to 2 team members with little coding experience.</li></ul>	
<b>Personal Project (To the New World)</b>	July 2016
<ul style="list-style-type: none"><li>Created web application server in Java. Set up database (PostgreSQL), deployed to Heroku.</li><li>Developed frontend interface with HTML, CSS, Ajax, jQuery, and other JS libraries.</li></ul>	

## Coursework

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<b>B+ Tree (Database Management Systems)</b>	October 2016
<ul style="list-style-type: none"><li>Implemented B+ Tree data structure for database indices.</li><li>Analyzed performance with different sorting algorithms and node fanout sizes.</li></ul>	
<b>Maps (Introduction to Software Engineering)</b>	April 2016
<ul style="list-style-type: none"><li>Wrote majority of server code. Visualized sqlite database into a scrollable map.</li></ul>	
<b>Agent32 (Introduction to Software Engineering)</b>	March 2016
<ul style="list-style-type: none"><li>Worked in a team of 4 to pitch, follow-up, and present a large software project.</li><li>Front-End Engineer: designed, implemented, and connected entire front end of a web game applet.</li></ul>	
<b>Malloc (Introduction to Systems)</b>	November 2015
<ul style="list-style-type: none"><li>Implemented the malloc library function in C.</li></ul>	
<b>Heap, ConvexHull, Graph (Introduction to Algorithms and Data Structures)</b>	Spring 2015
<ul style="list-style-type: none"><li>Implemented data structures in Python with function restrictions. Analyzed their performance</li></ul>	

## Skills

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- Programming Languages: Java, HTML, CSS, JS, SQL (proficient); C, Assembly, Python (familiar)
  - Environment/Tools: Eclipse, Git, Linux Terminal, Microsoft Office
  - Campus Activities:
    - RUF Fellowship Small Group Leader: weekly discussion leader and 1-1 meetings.
    - Co-founder/President of Brown Pokemon Club: gave presentations on battle strategy, organized events.
  - Other coursework: Micro/Macro Econ, Managerial Decision Making, Digital History, Tolstoy, Dostoevsky