

1003 West Aaron Drive #5E

(917) 588-6227

University Park, PA 16803

Suilong (Peter) Luo

szl5645@psu.edu

linkedin.com/in/SuilongLuo24 • github.com/demolisty24 • devpost.com/demolisty24

Education & Technical Skills

The Pennsylvania State University

University Park, PA

B.S. Computer Science

Expected Graduation: May 2019

Minor: Mathematics

GPA: 3.61

Awards: Dean's List, Myers Trustee Scholarship in Engineering

Relevant Courses: (CMPSC 122) Intermediate Programming, (CMPSC 221) Object Oriented

Programming with Web-Based Applications (CMPSC 360) Discrete Mathematics, (CMPSC 465)

Data Structure and Algorithm, (MATH/STAT 414) Introduction to Probability Theory

Extracurricular Activities: Asian American Students In Action (mentor), Learning Assistant (CMPSC 121) (PHYS 211), Association for Computing Machinery (member)

Programming Language: Python, C++, Java

Projects

Alexa++ | *KentHackEnough Project*

(Python) | **October 2016**

- Developed an Amazon Echo custom skill that say a list of ingredients, instructions, and related recipes based on user's desire dish
- Created an API hosted with Elastic Beanstalk to return modified data received from the Food API

AlexaMD | *HackDartmouth (Best Health Hack)*

(Python) | **September 2016**

- Our team developed an Amazon Echo custom skill that return a diagnosis based on user's symptoms
- Processed all data incoming from a medical API and mapped medical terms based on our natural language

Sigma | *PennApps Project (Education)*

(ReactJS) | **September 2016**

- Participated in the development of a competitive math game based on the ELO-system that is utilized in many competitive games such as chess, League of Legends, etc.
- Assisted in the design of the user interface

aMUSEing Game | *HackPSU Project*

(Lua) | **April 2016**

- Participated in the development of a motion-based VR boxing game utilizing Muse, Oculus, and Myo.
- Optimized Myo's motion sensor method to perform a better synchronization with motion of the character in the game in Lua.

Competitive Coding Experience

ACM ICPC International Collegiate Programming Contest

(Python) | **October 2016**

- Competed against teams from other schools in a collegiate competitive programming contest to compete for a chance to advance to the ACM ICPC World 2017

Microsoft College Coding Competition

(C++) **September 2015** | (Python) **2016**

- Compete against other student in an algorithmic-solving competition sponsored by Microsoft

Code PSU | *Intermediate 1st place (2016), Advance (2017)*

(Python) | **March 2016**

- Compete and took first place in an intermediate-level algorithmic competition hosted by ACM PSU
- Competed in an Advanced tier algorithmic competition hosted by ACM PSU in spring 2017

Competition Team

NXP Freescale Cup Competition Team

Present

- Manage all upcoming events and deadline of the competition and all required materials
- Provided assistance on the algorithm of light detection