Chunlok Lo

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EDUCATION

Georgia Institute of Technology, Atlanta, GA   August 2016 – *Present*
- Bachelor of Science in Computer Science   Expected Graduation: May 2020
- GPA: 4.0

Belmont High School, Belmont, MA   August 2012 – May 2016
- GPA: 3.85/4.0
- National AP Scholar

EXPERIENCE/PROJECTS

Halite AI Bot   December 2016
- Developed an AI to compete in a strategy game against other AIs using various algorithms in C++.
- Iteratively improved the AI's algorithm to consider strategies such as resource management and combat tactics to improve its win rates. It is currently at the top 25% of the official ranking.

Neural Network Hyper-Parameter Optimizer   August – December 2016
- Created a neural network that categorized wine to its winery using back propagation and gradient descent with using Tensorflow.
- Paramaterized the neural network to allow for hyper-parameter optimization using genetic algorithms.

GT Badminton Tournament Management App   November 2016
- Optimized match priorities and fixed bugs such as duplicate match counts to improve tournament operations.
- Created scripts to automatically update brackets to Github website for easy distribution.
- Organized logistics with other members to run the tournament.

Summarize Co.   September 23-25, 2016
- Collaborated to create a website to display essential company information in a simple and digestible manner.
- Implemented server-side searching using various database APIs such as Indeed and Wikipedia using Flask.

Discord Announcement Bot   August 2016
- Created a Discord chat bot through its Python API that facilitate small groups announcements within larger servers through an opt-in system with a back-end database.

Game Development Projects   Summer 2014 – September 2015
- Designed and created games with GUI with Java and Unity in C#.
- Led a group of developers toward creating a discursive and supportive development environment.
- Collected user feedback and iterated on the game's code to increase player enjoyment and fluidity.

Schrodinger's Cube Game Design Blog   December 2014 – *Present*
- Wrote articles that discussed and analyzed human-computer interaction and its application in video games.
- Developed written and visual communication skills by communicating through text, video, and images about design principles.

LEADERSHIP/ACHIEVEMENT

Wachusett Economics Showdown, Wachusett, MA   May 2016
- Analyzed and interpreted a real world economic case study and proposed potential solutions to a country's macro and micro-economic problem. Placed 2nd overall.

Belmont High School Science Olympiad   September 2016 – May 2016
- Collaborated with other members to study and research Science Olympiad topics. Placed 2nd in the West Suburban Science League and 6th in State Science Olympiad.

SKILLS/INTERESTS

Programming Languages: Java, Python, PHP, C, C#, Javascript, C++, Octave.
Applications: Photoshop, Eclipse, Unity, Creo, SQL
Languages: English(fluent), Mandarin(fluent), Cantonese(fluent), French(basic)
Organizations: AI Club, Information Security Club, Programming Team, Badminton Club, Fencing Club
Other Interests: Visual Art and Design, Game Development, Trumpet, Jazz