DAO LU

daol@princeton.edu

EDUCATION

Princeton University   June 2017
Bachelor of Science in Engineering, Computer Science
Relevant Coursework: Data Structures and Algorithms, Introduction to Programming
Systems, Probability and Stochastic Systems, Reasoning about Computation, Advanced
Programming Techniques
GPA: 3.89

EXPERIENCE

Kyruus
Boston, Massachusetts (May 2015 - September 2015)
Software Engineering Intern
- Developing API for Language Taxonomy Database

Sizzle Technologies, LLC
Princeton, New Jersey (November 2014 - present)
Contractor
- Developing a website for an online Christian magazine, implementing backend
  using React and Prismic.io.

University of Maryland
College Park, Maryland (June 2014 – August 2014)
Undergraduate Researcher
- Researched lower bounds on Ramsey numbers using AI techniques (Monte-
  Carlo Heuristic, Alpha-Beta Pruning) to simulate "Ramsey Games" in C, for
  various game board sizes and graphs.
- Found and proved a winning strategy for Ramsey Path Games and Ramsey Star
  Games, and proved some Ramsey Game numbers for small graphs.
- Developed a website HTML, CSS, Twitter Bootstrap, jQuery:
  ramseygames.nichesite.org.
- Developed Java app for playing Ramsey Games using JavaFX (see website).
- Presented research at Emory STEM Symposium, 2015.

Jackson State University
Jackson, Mississippi (June 2010 – July 2012, summers only)
Intern, Biology Department and Civil Engineering Department
- Co-developed a Graphical User Interface for a Water-Correction Algorithm
  using Interactive Data Language.
- Developed a web site for mapping plant locations on the MS coast.
- Conducted research on characteristics of MS aquatic plants, and research was
  published in the Biology Department's field guide.
- Co-authored an article, published in October 2012 in a peer-reviewed journal,
  Journal of the Mississippi Academy of Sciences, Vol. 57, No. 4. The article is
  "Aquatic Plants of the Mississippi Coast" and is found on pages 240 to 249.
- Helped foreign scientists revise papers on various civil engineering topics.

**TECHNICAL
SKILLS**

Proficient in: Java, C, Python, HTML, CSS
Familiar with: JavaScript, Flask, React, graphic design programs (Adobe Photoshop,
GIMP, Affinity Designer)