

# EDMUND LOO

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## EDUCATION

UC Irvine  
B.S. in CSE

## INVOLVEMENT

<b>Eta Kappa Nu</b>	Vice President
<b>CalPlug</b>	Project Lead
<b>Calit2</b>	Researcher
<b>UAV Forge</b>	Engineer
<b>PCC</b>	Tutor
<b>ACM-ICPC</b>	Team Lead

## SKILLS

### General

Software Engineering  
Project Management  
Recruiting and Interviewing  
System Design

### Technologies

Python	TypeScript
C++	AWS
Go	Linux
Ruby	JavaScript

Striving to make the world a better place.



## Undisclosed Startup

Founding Engineer  
June 2019 – Present



## CZI

Software Engineer  
March 2018 – June 2019  
Building a better future at Chan Zuckerberg Initiative on the Education and Justice & Opportunity teams, working primarily on data/backend engineering and culture



## PLAID

Software Engineer  
January 2017 – March 2018  
Responsibilities in building and expanding product features, recruiting and interviewing, and working with the team to help make Plaid even more wonderful



## TINDER

Software Engineering Intern  
September 2016 – January 2017  
Improved developer happiness at Tinder as a result of creating new engineer on-boarding processes and making a fully featured and reliable development environment



## FACEBOOK

Software Engineering Intern  
June 2016 – September 2016  
Helped make Facebook a trusted platform by constructing internal tooling and frameworks that significantly reduce the overhead needed to deploy privacy features



## ARISTA NETWORKS

Software Engineering Intern  
June 2015 – September 2015  
Prevented large scale network failures after addressing multiple performance issues in MLAG split brain logic and designing new features to aid in error recovery