

Ellen Lo

An engineer interested in exploring multimedia as means of
storytelling through aesthetic compositions and visualizations

[Portfolio](#) / [Github](#) / [Linkedin](#)

Boston, MA
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EDUCATION

Boston University Boston, MA
Bachelor of Science in Computer Engineering
GPA — 3.49

Expected May 2019

EXPERIENCE

Pill and Pillow, Hong Kong

Jun 2017 - Aug 2017

Programmer Intern

Development of [experimental VR projects](#) with HTC Vive and Leap Motion in Unity as a means to expand client market.

Experience design and prototype with openFrameworks and Screenflow for [Very Hong Kong Very Hong Kong exhibition website](#).

First Code Academy, Hong Kong

May 2016 - Aug 2016

STEM Course Instructor Intern

Taught programming with Scratch and App Inventor, and Robotics with Dash and Dot to children age 6-15 years old.

Designed and expanded curriculum of Scratch Programming and Robotics courses.

BU Digital Learning and Innovation, Boston, MA

Jan 2017 - Jun 2017

Marketing Assistant

Designed and maintained Wordpress site by modifying HTML and CSS styling.

Generated promotional graphics using Illustrator and Sketch.

PROJECTS

woodpeckersPro (Physical Computing Project)

Using Arduino, sensors, and circuit applications to build a device that detects and deters woodpeckers for house protection <http://bit.ly/2osEBQd>

Icebox (Website Application)

Using HTML, CSS and Bottle web framework to create a web application that generates recipes according to users' refrigerator's storage <http://bit.ly/2dKQVbr>

Bunch (Android App)

Using Java to create an Android app prototype that matches students up for study group

About Face (Matlab application prototype)

Using Matlab to create a user interface for the About Face Art Exhibit

SKILLS

Programming C++, Arduino, Unity, Javascript, openFrameworks, node.js, Python, Matlab

Design HTML/CSS, Adobe Creative Suite, Sketch, AutoCAD

Language Cantonese (native), English (fluent), Mandarin (fluent), Japanese (conversational)

HONORS & ACTIVITIES

Dean's List in Boston University College of Engineering, Fall and Spring 2017

President in Bulletproof Funk, Boston University, 2016 - 2018

Programmer in BU STEAM, Boston University, 2016

Designer in Global App Initiative WTBU App, Boston University, 2015