

Ellen Lo

A computer engineer interested in experimenting at the intersection of software and hardware and storytelling with aesthetic compositions

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

Boston, MA
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EDUCATION

Boston University Boston, MA
Bachelor of Science in Computer Engineering
GPA — 3.50

Expected May 2019

EXPERIENCE

pill & pillow, Hong Kong

Jun 2017 - Aug 2017

Programmer Intern

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

Created experience design prototypes with openFrameworks and Screenflow for [Very Hong Kong Very Hong Kong exhibition website](#).

BU CS Image and Video Computing Group, Boston, MA

Feb 2018 - May 2018

Undergraduate Research Assistant

Implemented head gestures recognition model with OpenCV to map user commands such as selecting and cancelling for people with motor impairments.

Processed user gaze data given by Tobii Eye Tracker and mapped gaze location to components on Qt interface for selection.

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.

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>

Virtual Ball Pit (Virtual Reality Experience)

Using Unity (C#) and HTC Vive to create an immersive ball pit in virtual reality <http://bit.ly/2DXOHVU>

Embedded Pong (Physical Computing Project)

Using Kinect and QT to create a single player motion-controlled Pong game on LCD screen through Gumstix <http://bit.ly/2s57Z69>

SKILLS

Creative openFrameworks, Processing, Max/MSP, Arduino, Unity, Three.js, Kinect

Programming C/C++, Python, OpenCV, Qt, Matlab

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

HONORS & ACTIVITIES

Dean's List in Boston University College of Engineering, Fall and Spring '17, and Fall '18

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