Ellen Lo

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

Boston MA
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EDUCATION

Boston University Boston, MA   Expected May 2019
Bachelor of Science in Computer Engineering
GPA — 3.49

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

Woodpecker Deterrent (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