ELLEN LUO

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education

University of California, Berkeley
Electrical Engineering and Computer Sciences | Expected Graduation May 2019
GPA: 3.984/4

Relevant Coursework: Efficient Algorithms and Intractable Problems, Artificial Intelligence, Probability and Random Processes, Operating Systems, Computer Security

London Central Secondary School
Ontario Secondary School Diploma
FINAL AVERAGE: 98%

skills

- Java
- Python/Django
- Android
- Ruby/Rails
- Node.js/React
- SQL
- HTML/CSS/JS
- Machine Learning
- API Design
- Data Analysis

honors

Neo Scholars
SEP 2018 - PRESENT
Selected nationally to be one of 13 2018 Neo Scholars, a program for CS students with high future potential.

Eta Kappa Nu, Officer
JAN 2018 - PRESENT
Student relations officer for national EECS honor society HKN. Help plan events for the Berkeley engineering community.

Dean's Honor List
AUG 2016 - DEC 2018
Semester and overall GPA in top 10 percent of all College of Engineering undergraduates.

Kraft Award for Freshmen
OCTOBER 2016
Attained highest scholastic records with a 4.0 first semester GPA.

Mary Louise Wyatt Award
OCTOBER 2016
Second highest final average in graduating class.

experience

Software Engineer Intern   MAY 2018 – AUG 2018
Airbnb
- Working on Airbnb Experiences team with data and backend using tools such as Airflow, Superset, HQL and Rails.
- Capstone project focuses on improving the search experience for local users of the platform through data analysis, search sections and email promotions.
- Received final evaluation of "Greatly Exceeds Expectations".

Software Engineer Intern   MAY 2017 – AUG 2017
Kloudless
- Worked with backend tools such as Django Rest Framework and Celery Task Queue to integrate applications and features with the Kloudless Universal API.
- Completed projects include allowing real-time updates (Events API) for Google and Outlook Calendar, setting up payments library/models and API paywalls, integrating various Kloudless endpoints with Citrix ShareFile and building command line tools.

Undergraduate Student Instructor (Teaching Assistant)   AUG 2017 - PRESENT
UC Berkeley Computer Science Department
- Hired by EECS department as a teaching assistant for upper division course Introduction to Artificial Intelligence (CS 188).
- Lead weekly discussion sections to solidify understanding of topics such as reinforcement learning, Bayes' nets and hidden Markov models.
- Other responsibilities include managing logistics, reviewing assignments, attending staff meetings and grading and proctoring exams.

Internal Vice President   JAN 2017 - PRESENT
CodeBase Technical Consulting Group
- Student organization that helps Bay Area startups bridge technical challenges with high quality software solutions.
- Currently in charge of new member recruitment, planning social events and fostering positive club culture and values.
- Previously led project with ResultCare, to implement social network features with their Node.js backend and retrofit their mobile apps to reflect a new provided wireframe.

projects

League of Legends Match Predictor
github.com/zgovani/lol-champion-picker |
devpost.com/software/league-of-legends-champion-chooser
- Predicts matches for League of Legends based on champion selection.
- Used past match data to train logistic regression model using TensorFlow and created Web application using React and Node.js.
- Built with a team of four at Hack the North.

MinimaList
github.com/ellenluo/minimaList
- Android to-do application built with Java, XML and SQLite using Android Studio.
- Allows users to organize tasks with lists/labels, due dates and details, and stay on top of schedule with customizable reminders and widgets.
- Features a side navigation drawer, SQLite database and elegant material design.