

Raymond Luo

SOFTWARE ENGINEER

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Education

New York University

B.A. IN COMPUTER SCIENCE AND MEDIA STUDIES

New York, NY

Sep. 2019 - May. 2023

- 3.91 GPA - Dean's List
- **Coursework:** Algorithms, Data Structures, Computer Systems Organization, Client-side Internet Technologies, Critical Approaches to Information Visualization, Computer Graphics, Social Networks, Probability & Statistics; **Planned:** Machine Learning, Computer Networking

Experience

Meta (Facebook)

SOFTWARE ENGINEER INTERN, DATING RANKING ENG

New York, NY

May 2022 - Aug. 2022

- Refactored candidate retrieval for developer efficiency and scalability, reduced latency 35%, shipped to millions of users with A/B test
- Injecting new feature to candidate ranking to improve match quality and enable experimentation opportunities

Spectrum Labs

SOFTWARE ENGINEER INTERN, GUARDIAN MODERATION QUEUE

San Francisco, CA

Jan. 2022 - May 2022

- Implemented role-based access control
- Developed two internal features that improved efficiency and scalability
- Implemented quality of life features which saved users up to 10 minutes per moderation session

Facebook

SOFTWARE ENGINEER INTERN, CLOUD GAMING INFRA

Menlo Park, CA

Jun. 2021 - Aug. 2021

- Full-stack development of video-based analysis tool; findings from tool resulted in driving engagement up 10% on third party developer's game
- Tuned parameterization for scripts involving computer vision and clustering

NYU Courant Institute of Mathematical Sciences

DATA STRUCTURES TUTOR

New York, NY

Sep. 2020 - Jan. 2021

- Tutored students 10 hours/week in Data Structures (Java), assist with homework & test preparation

Social27 Inc.

DATA & AI INTERN

Redmond, WA

May 2020 - Aug. 2020

- Implemented latent feature matrix factorization ML model to address data sparsity in recommender system
- Revamped client data reports by writing Python script to scrape, clean, and visualize livestream metrics
- Owned coordination between three companies to produce 3000+ attendee virtual event as PM+CSM

Projects

Doggle: A Wasm Game

RUST, WASM, HTML, CSS, JAVASCRIPT

erhuve.github.io/doggle_wasm/

Jun. 2022

- Created Wordle-style dog-themed browser game with Rust and Wasm bindgen

Flower Shop: A Discord Ticketing Bot

PYTHON

[/erhuve/flowershop](https://erhuve/flowershop)

Feb. 2022

- Created a Discord bot with friendly interface and UX for users to open tickets to speak with moderators
- Deployed bot to Heroku to run 24/7 for 5k+ member NYU Discord

Mustard: Find the Right College For You

PYTHON, FLASK, SELENIUM, HTML, CSS, JAVASCRIPT, FIREBASE

mustard-colleges.herokuapp.com

Aug. 2020

- Created algorithm to give personalized college recommendations to users based on several parameters
- Wrote script to scrape and clean college data metrics which was then stored in Google Firebase
- Designed and deployed web app with Flask back-end to Heroku

Skills

Languages	Python, Scala, Rust, Java, Hack/PHP, C, SQL
Frameworks	Flask, TensorFlow, Selenium, Nuxt
Front-end	HTML, CSS, JavaScript, TypeScript, React, Vue
Tools	git, mercurial, bash, TeX