

# Flower Shop

[raymondhuangluo@gmail.com](mailto:raymondhuangluo@gmail.com) | [linkedin.com/in/~ray](https://linkedin.com/in/~ray) | [github.com/erhuve](https://github.com/erhuve) | [raymondluo.dev](https://raymondluo.dev)

## EXPERIENCE

<b>Zo Computer Company</b> <i>Founding Engineer</i>	July 2025 – Present Brooklyn, NY
• Your intelligent cloud computer.	
<b>Culmination Bio</b>	Aug. 2023 – July 2025
<i>Full Stack Software Engineer</i>	Remote, NY
• Delivered numerous core product features from 0 to 1, including scoping requirements, writing technical design documents, implementing <b>SQL</b> , <b>Python</b> , <b>TypeScript</b> , and <b>React</b> code, and presenting demos to stakeholders	
• Designed and built backend architecture of flagship product using <b>Python</b> and <b>FastAPI</b> , scaling from a monolith to five microservices processing <b>millions of rows of data daily</b>	
• Developed specialized data structure and API to efficiently filter and query massive datasets based on complex, multi-dimensional criteria	
• Optimized backend functionality by parallelizing data processing workflows, <b>reducing processing time by 83%</b> and bringing speeds to <b>near real-time performance</b>	
• Developed interactive data dashboards that automated feasibility studies, <b>reducing manual analysis time from days to a minute</b> and accelerating turnaround time with clients	
<b>Spectrum Labs</b>	Jan. 2023 – May 2023/Jan. 2022 – May 2022
<i>Software Engineer Intern, Guardian Moderation Queue</i>	Remote, NY
• Implemented <b>e2e testing</b> with <b>Playwright</b> , saving minutes on manual testing, and integrated it into <b>CircleCI</b> for <b>CI/CD</b> with <b>TypeScript</b> , <b>Docker</b>	
• Implemented role-based access control handled in <b>TypeScript</b> and <b>Vue</b> frontend and <b>Scala</b> backend with <b>gRPC</b>	
• Improved internal efficiency and scalability by developing two features which <b>reduced turn-around-time by 98% (10 minutes → 10 seconds)</b>	
• Implemented quality-of-life features which <b>saved users 10 minutes</b> per moderation session	
<b>Meta (Facebook)</b>	May 2022 – Aug. 2022/June 2021 – Aug. 2021
<i>Software Engineer Intern, Dating Ranking ENG/Cloud Gaming Infra</i>	New York, NY
• Designed and implemented new candidate retrieval funnel for scalability, <b>reduced latency by 35%</b> , using <b>Hack</b>	
• Created video-based analysis tool which <b>drove engagement up 10%</b> in third party developer's game, using <b>Hack</b> , <b>JavaScript</b> , and <b>React</b>	
• Optimized clustering algorithm to avoid memory issues and <b>process 12x the volume of data</b>	
• Experimented on computer vision script to <b>increase sample size of datasets by 20%</b>	
<b>Social27 Inc.</b>	May 2020 – Aug. 2020
<i>Data &amp; AI Intern</i>	Remote, WA
• Implemented latent feature matrix factorization model to address sparsity in recommender system with <b>LightFM</b>	
• Owned coordination between three companies to produce 3000+ attendee virtual event as PM+CSM	

## EDUCATION

<b>New York University</b> <i>BA in Computer Science &amp; Media Studies, Minor in Mathematics; Magna Cum Laude (3.92)</i>	New York, NY Sep. 2019 – May 2023
---	--------------------------------------

## PROJECTS

<b>Doggle: A Wasm Game</b>   <i>Rust, Wasm, HTML, CSS, JavaScript</i>	June 2022
• Created Wordle-style dog-themed browser game with images and dynamic word lengths	
<b>Flower Shop: A Discord Ticketing Bot</b>   <i>Python</i>	February 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	

## TECHNICAL SKILLS

<b>Languages:</b> Python, SQL, Scala, Rust, Java, Hack/PHP, C
<b>Frameworks:</b> FastAPI, Flask, TensorFlow, Selenium, Nuxt
<b>Frontend:</b> HTML, CSS, JavaScript, TypeScript, React, Vue
<b>Developer Tools:</b> git, mercurial, bash, Docker, CircleCI, L <sup>A</sup> T <sub>E</sub> X