

Raymond Luo

SOFTWARE ENGINEER

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Education

New York University

New York, NY

B.A. IN COMPUTER SCIENCE AND MEDIA STUDIES

September 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)

New York, NY

SOFTWARE ENGINEER INTERN, DATING RANKING ENG

May 2022 - August 2022

- Designed and implemented new candidate retrieval funnel for developer efficiency and scalability, also **reducing latency by 35%**, using **Hack**
- Enabled match quality improvements and experimentation opportunities by injecting new features into ranking with **Hack** and **C++**

Spectrum Labs

San Francisco, CA

SOFTWARE ENGINEER INTERN, GUARDIAN MODERATION QUEUE

January 2022 - May 2022

- Implemented role-based access control handled in **TypeScript** and **Vue** frontend and **Scala** backend
- Improved internal efficiency and scalability by developing two features which **reduced turn-around-time by 98% (10 minutes → 10 seconds)**
- Implemented quality-of-life features which **saved users 10 minutes** per moderation session

Facebook

Menlo Park, CA

SOFTWARE ENGINEER INTERN, CLOUD GAMING INFRA

June 2021 - August 2021

- Created video-based analysis tool which **drove engagement up 10%** in third party developer's game, using **Hack**, **JavaScript**, and **React**
- Optimized clustering algorithm to avoid memory issues and **process 12x the volume of data**
- Experimented on computer vision script to **increase sample size of datasets by 20%**

NYU Courant Institute of Mathematical Sciences

New York, NY

DATA STRUCTURES TUTOR

September 2020 - January 2021

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

Social27 Inc.

Redmond, WA

DATA & AI INTERN

May 2020 - August 2020

- Implemented latent feature matrix factorization ML model to address data sparsity in recommender system with **LightFM**
- Created 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

erhuve.github.io/doggle_wasm/

RUST, WASM, HTML, CSS, JAVASCRIPT

June 2022

- Created Wordle-style dog-themed browser game with images and dynamic word lengths

Flower Shop: A Discord Ticketing Bot

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

PYTHON

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

Mustard: Find the Right College For You

mustard-colleges.herokuapp.com

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

August 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, 