

Raymond Luo

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EXPERIENCE

Zo Computer Company <i>Founding Engineer</i>	July 2025 – Present Brooklyn, NY
• The world's first AI computer.	
Culmination Bio	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 SQL , Python , TypeScript , and React code, and presenting demos to stakeholders	
• Designed and built backend architecture of flagship product using Python and FastAPI , scaling from a monolith to five microservices processing millions of rows of data daily	
• 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, reducing processing time by 83% and bringing speeds to near real-time performance	
• Developed interactive data dashboards that automated feasibility studies, reducing manual analysis time from days to a minute and accelerating turnaround time with clients	
Spectrum Labs	Jan. 2023 – May 2023/Jan. 2022 – May 2022
<i>Software Engineer Intern, Guardian Moderation Queue</i>	Remote, NY
• Implemented e2e testing with Playwright , saving minutes on manual testing, and integrated it into CircleCI for CI/CD with TypeScript , Docker	
• Implemented role-based access control handled in TypeScript and Vue frontend and Scala backend with gRPC	
• 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	
Meta (Facebook)	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, reduced latency by 35% , using Hack	
• 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%	
Social27 Inc.	May 2020 – Aug. 2020
<i>Data & AI Intern</i>	Remote, WA
• Implemented latent feature matrix factorization model to address sparsity in recommender system with LightFM	
• Owned coordination between three companies to produce 3000+ attendee virtual event as PM+CSM	

EDUCATION

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

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

Languages: Python, SQL, Scala, Rust, Java, Hack/PHP, C
Frameworks: FastAPI, Flask, TensorFlow, Selenium, Nuxt
Frontend: HTML, CSS, JavaScript, TypeScript, React, Vue
Developer Tools: git, mercurial, bash, Docker, CircleCI, L^AT_EX