

# Raymond Luo

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## EXPERIENCE

<b>Zo Computer Company</b> <i>Founding Engineer</i>	July 2025 – Present Brooklyn, NY
• The world's first AI computer.	
<b>Culmination Bio</b> <i>Full Stack Software Engineer</i>	Aug. 2023 – Present 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> <i>Software Engineer Intern, Guardian Moderation Queue</i>	Jan. 2023 – May 2023 / Jan. 2022 – May 2022 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> <i>Software Engineer Intern, Dating Ranking ENG/Cloud Gaming Infra</i>	May 2022 – Aug. 2022 / June 2021 – Aug. 2021 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> <i>Data &amp; AI Intern</i>	May 2020 – Aug. 2020 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
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## 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

**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<sup>A</sup>T<sub>E</sub>X