

JINGYU (FRANK) LUO

luo.jingyu@northeastern.edu | (702) 857-3162 | Boston, MA | www.linkedin.com/in/jingyu-luo/
Available: May 2022 – Jan 2023 | GitHub: <https://github.com/fankx>

EDUCATION

Northeastern University Boston, MA

MS in Computer Science Candidate, GPA: 3.83 / 4.0

Relevant Coursework: Web Development, Algorithms, Object-Oriented Design

Jan 2021 – Present
Expected Graduation: May 2023

South China Agricultural University Guangzhou, CHINA

BSc in International Economics and Trade, GPA: 3.52 / 4.0

Relevant Coursework: Statistics and Probability, Discrete Structures

Sep 2014 – Jun 2018

TECHNICAL KNOWLEDGE

Programming Languages: Python, Java, C, C++, TypeScript/JavaScript, SQL

Tools & Frameworks: Git, Docker, Kubernetes, React.js, Next.js, Node.js, Express.js, Redux, Postman

Databases: MySQL, MongoDB, Firebase, Redis

PROJECTS

E-Commerce Online Store (MERN Stack)

Dec 2021 – Jan 2022

Northeastern University

- Designed an e-commerce shopping cart web application with 6 distinct screens in **JavaScript** that allows user to perform basic operations such as register, login, place and pay for an order.
- Implemented the back-end with **Node.js** and **Express.js**, used mongoose as Object Data Modeling to translate 3 main collections (Users, Products and Orders) between objects in the front-end and **MongoDB Atlas**.
- Used **React.js** to build the front-end interface. Used **Redux** to handle app-wide state management and applied **Axios** to send HTTP requests to perform CRUD operations.

Boba Shop (CURD App)

Nov 2021 – Dec 2021

Northeastern University

- Built a web-based application with **Spring Boot** to simulate the reality that allows stakeholders to monitor the drink shop in real-time production process.
- Developed the front-end with **React.js** and fetch data from a cloud-based database **ClearDB**.
- Implemented one-to-many and many-to-many relationship with **JPA** and **Hibernate**.
- Continuously optimized the scalability and accessibility of the project.

Mastermind Board Game (With Swing GUI)

Jul 2021 – Aug 2021

Northeastern University

- Built a classic board game in **Java** with multiple classes (e.g., Board, PlayButton, ScorePanel, Player, etc.), including a final StartToPlay class with API that allows user to play the game as well as a GUI with the **MVC** architecture.
- Wrote **JUnit** tests to validate all functionalities of each class.
- Designed and continuously improved the overall structure and hierarchy of the classes, with an emphasis on the readability and flexibility of the codes.

WORK EXPERIENCE

Apex Properties & Management Las Vegas, Nevada

Jun 2020 – May 2021

Associate Manager

- Performed regular site visits, organized project meetings with stakeholders, monitored all on-going maintenance projects performed by external contractors and worked with them cooperatively.
- Managed over 200 rental properties county-wide, handled an average of 15 requests per day from the tenants and worked with the homeowners to resolve the problem in a timely manner.
- Increased the company's overall monthly NOI by more than 5% and increased the occupancy rate of the rental properties by 15% maintaining with a 95% average.