

# Frendy Lio

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## EDUCATION

### UNIVERSITY OF HAWAII AT MĀNOA

MS IN ELECTRICAL ENGINEERING  
Present | Honolulu, HI

### UNIVERSITY OF HAWAII AT MĀNOA

BS IN ELECTRICAL ENGINEERING  
Grad. May 2020 | Honolulu, HI  
GPA: 3.69 / 4.0

### LEEWARD COMMUNITY COLLEGE

AAS IN ENGINEERING  
Grad. May 2018 | Honolulu, HI  
CANSAT TOP 85  
GPA: 3.95 / 4.0

## COURSEWORK

### GRADUATE

Advanced Network Algorithms  
Computer and Network Security  
Algorithm  
Computer Hardware  
Information Theory in Machine Learning

### UNDERGRADUATE

Operating Systems  
Machine Learning  
Digital Systems & Computer Design

## SKILLS

### PROGRAMMING

Back-End  
T-SQL • MS Access • C#  
Rest-API • IIS •  
Frameworks  
Angular • React • Vue  
Web development  
Javascript • HTML • CSS  
Scripting and System Level  
Python • C • C++  
Source Control  
GitKraken • Git •

## INVOLVEMENT

IEEE-Eta Kappa Nu (Honor Society)  
NHSEMP  
Programming and Algorithms Club

## EXPERIENCE

### STAR | LEAD SQL PROGRAMMER

JUN 2018 - Present | Honolulu, HI

- Managing and leading a team of 10 to maintain and develop STAR BALANCE, a calendar and appointment scheduling website for all 50,000+ students and faculty.
- Creating and maintaining MS Access interfaces for set up of scholarships, degree pathways and reports.
- Using T-SQL and MS SQL Server for development.

### DATAHOUSE | INTERN - FULL STACK PROGRAMMER

Dec 2019 - May 2020 | Honolulu, HI

- Led a team of 7 to create a solution that streamlined the Animal Quarantine facility workflow with a new messaging system, an up-to-date pet-information display, and a Kiosk Check-In app.
- Created whole Middleware and Back-End side by using C#, Typescript and T-SQL.
- Created the skeleton for the Front-End by using Angular.

### UNIVERSITY OF HAWAII AT MĀNOA | TEACHING ASSISTANT

Dec 2019 - May 2020 | Honolulu, HI

- Managed and taught weekly labs for object-oriented programming in C++.
- Assisted and mentored 26 students in groups and on an individual basis.

## PROJECT EXPERIENCE

### MACHINE LEARNING - CAPSTONE PROJECT

Aug 2019 - Present | Honolulu, HI

- Developing machine learning algorithms using supervised and unsupervised training.
- Classified MNIST Digit database using Support Vector Machine, Linear Classifiers and Neural Networks.

### HECO REWARDS - HACC 2019 | LEAD HARDWARE DEVELOPER

OCT 2019 - NOV 2019 | Honolulu, HI

- First place in Hawaii Annual Code Challenge 2019.
- Collaborated in a team of eight to create a solution to increase the understanding of the current and future data that HECO will be able to obtain from their Electrical Vehicle Charging Stations.
- Built and set up a Raspberry Pi with an Arduino Camera that will read card's license plates and storage it to our database using Python and OpenCV.

### KUMU APP - HACC 2018 | DATABASE PROGRAMMER

OCT 2018 - NOV 2018 | Honolulu, HI

- Co-collaborated in a team of five, designed and built a two-part system for efficient, user-friendly data reporting and visualization for native Hawaiian plants.
- Developed the backend of the app using PHP and SQL.
- Placed in the top 12 out of 50 in the HACC 2018.