

JOSHUA LUO

✉ joshua.luo@utexas.edu · ☎ (972) 302-2208 · 🌐 [joshjluo](https://joshjluo.github.io) · 📄 joshjluo.github.io

EDUCATION

The University of Texas at Austin

May 2020

Bachelor of Science, Electrical and Computer Engineering

Technical Core: Software Engineering

GPA: 3.88

Relevant Courses: Algorithms, Software Design & Implementation, Software Lab, Operating Systems, Embedded Systems, Python, Data Science Lab, Concurrent & Distributed Systems

WORK EXPERIENCE

Deloitte Consulting - Business Technology Analyst Summer Scholar June 2019 - Aug. 2019

- Reduced testing time by 22% by designing a concurrent algorithm and testing framework (Java)
- Decreased weekly client-billable hours spent on status deck by 83% by automating process (VBA)
- Improved accuracy and efficiency of project pricing by updating automated staffing utility (VBA)

Enseo - Quality Assurance Engineering Intern June 2018 - Aug. 2018

- Accelerated testing speed by developing automated testing framework (HTML/CSS, Javascript)
- Conducted faster and more accurate tests by writing and using scripted tests (Bash, Expect/Tcl)
- Identified software defects across 6 firmware releases, 3 product models, and IoT peripherals

LaunchPad City - Technology & Marketing Intern June 2017 - Aug. 2017

- Expanded market reach by designing 75 graphics and producing 10 videos (Photoshop, Premiere)
- Improved brand presence by designing high-fidelity UX/UI wireframes for 2 websites (Illustrator)
- Insured nation-wide renovation of 300 stores by maintaining database and creating basic websites

NTT DATA - Summer Intern June 2014 - Aug. 2014

- Enhanced technical knowledge of marketing employees by creating a training for cloud computing
- Increased usability of company's portal and learning management system by producing 5 tutorials
- Raised \$800 for the North Texas Food Bank by organizing an office-wide fundraiser

PROJECTS

Full Stack Fantasy Golf Web Application - Back-end Software Engineer Jan. 2019 - May 2019

Python, SQL, React, JavaScript, AWS, Postman, Git

- Coordinated with front-end team to design a RESTful API to retrieve resources (Python, Flask)
- Verified functionality by writing unit, functional, and front-end tests and debugging any defects

Neural Networks Playing Video Games - Software Engineer Jan. 2019 - May 2019

Python, GCP, Gym Retro, Git

- Reached level 4 of Mortal Kombat by preprocessing inputs to feed to reinforcement learning model
- Deployed project to GCP to overcome hardware limitations and decrease model training time

LEADERSHIP

Freetail Hackers (HackTX) - Creative Team Director Feb. 2018 - Present

- Collaborated with 5 teams to organize hackathon with 2000 applicants and \$100k in sponsorships
- Created website and 7 promotional products by managing 6 designers and leading design sprints

Student Engineering Council - Vice President of Executive Affairs Sept. 2017 - Present

- Improved operational efficiency across 6 committees by launching technology integration initiative
- Transformed organization to be more data-driven by aligning 14 directors with analytics strategy

Music Above All, 501(c)(3) Nonprofit - Founder, Director of Technology Dec. 2014 - June 2016

- Raised over \$2000 for charity and scholarship funds from a single event with over 100 attendees
- Increased website traffic by 11x by revamping website and using Google AdWords for Nonprofits

SKILLS

Programming: Java, Python, C/C++, HTML/CSS, Javascript, Git

Digital Media: Photoshop, Illustrator, Premiere Pro, After Effects

Operating Systems: Windows, Linux