

# Kevin Luo

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## EDUCATION

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<b>Cornell University (NYC Tech)</b> , New York, NY	May 2014
M.Eng. Computer Science	
<b>Stanford University</b> , Stanford, CA	June 2013
B.S. Computer Science (Human-Computer Interaction Track)	

## SKILLS

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- Languages: C, C++, Java, Python, HTML/CSS, JavaScript
  - Frameworks/Libraries: Django, jQuery, jQuery Mobile, Twitter Bootstrap

## EXPERIENCE/PROJECTS

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<b>IPython Notebook Open Source Project</b> , New York, NY	September 2013 – December 2013
<i>Company Project w/ Google</i>	
· Worked on a three-person team to extend the IPython project as a platform for interactive digital textbooks.	
· Integrated notebooks with Google Drive API, and implemented real-time comment system and support for basic quizzes.	
<b>Stanford OpenEdX</b> , Stanford, CA – class.stanford.edu	March 2013 – August 2013
<i>Software Developer</i>	
· Worked on features of the edX online learning platform, including instructor email and course completion certificates.	
<b>Stanford Class2Go</b> , Stanford, CA – class2go.stanford.edu	June 2012 – March 2013
<i>CURIS Intern &amp; Software Developer</i>	
· Worked on core features like video, file, and exam support, OAuth integration, content management, improved UI; made code patches, code reviews, and database changes during development.	
<b>Design and Analysis of Algorithms</b> , Stanford, CA	May 2012 – June 2012
<i>Programming Project</i>	
· Implemented fastest solution to the cyclic longest common subsequence (CLCS) problem (out of 84 submissions).	
<b>Software Project Experience with Corporate Partners</b> , Stanford, CA	January 2012 – June 2012
<i>Team Software Project w/ Groupon</i>	
· Worked on a five-person team to design and implement a web application to facilitate the interior decorating process by enabling collaborative decoration of user-uploaded spaces.	
· Used needfinding, benchmarking, and prototyping measures in the design process.	
<b>Intro to Human-Computer Interaction Design</b> , Stanford, CA	September 2011 – December 2011
<i>Team Design Project</i>	
· Worked on a three-person team to develop a real-time lecture web application facilitating student and lecturer communication in class.	
· UI/UX prototyping, design, testing, and implementation.	
· Implemented simulated real-time communication feature.	
<b>Airy Labs</b> , Palo Alto, CA	June 2011 – September 2011
<i>Software Development Intern</i>	
· Designed and developed educational mobile games for children.	
· Built “Mini Mining”, a competitive memory matching game.	

## ACTIVITIES

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- Webmaster, Stanford Everyday People A Cappella Group, 2011-2012