

# Kevin Luo

(757) 358-7019 • kevinluo@alumni.stanford.edu • kluo.github.io

## EDUCATION

---

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

## SKILLS

---

- Python, Django, Java, C, C++, HTML/CSS, JavaScript, jQuery, Git, Heroku, Ansible

## EXPERIENCE/PROJECTS

---

<b>Stanford OpenEdX</b> , Stanford, CA – class.stanford.edu <i>Software Developer</i> <ul style="list-style-type: none"><li>• Build features into the OpenEdX online learning platform, write tests, do code reviews, debug production issues, write documentation.</li></ul>	June 2014 – Present
<b>IPython Notebook Open Source Project</b> , New York, NY <i>Company Project w/ Google</i> <ul style="list-style-type: none"><li>• Worked on a three-person team to extend the IPython project as a platform for interactive digital textbooks.</li><li>• Integrated notebooks with Google Drive API, and implemented real-time comment system and support for basic quizzes.</li></ul>	September 2013 – December 2013
<b>Stanford OpenEdX</b> , Stanford, CA – class.stanford.edu <i>Software Developer</i> <ul style="list-style-type: none"><li>• Worked on features of the edX online learning platform, including instructor email and course completion certificates.</li></ul>	March 2013 – August 2013
<b>Stanford Class2Go</b> , Stanford, CA – class2go.stanford.edu <i>CURIS Intern &amp; Software Developer</i> <ul style="list-style-type: none"><li>• 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.</li></ul>	June 2012 – March 2013
<b>Design and Analysis of Algorithms</b> , Stanford, CA <i>Programming Project</i> <ul style="list-style-type: none"><li>• Implemented fastest solution to the cyclic longest common subsequence (CLCS) problem (out of 84 submissions).</li></ul>	May 2012 – June 2012
<b>Software Project Experience with Corporate Partners</b> , Stanford, CA <i>Team Software Project w/ Groupon</i> <ul style="list-style-type: none"><li>• 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.</li><li>• Used needfinding, benchmarking, and prototyping measures in the design process.</li></ul>	January 2012 – June 2012
<b>Airy Labs</b> , Palo Alto, CA <i>Software Development Intern</i> <ul style="list-style-type: none"><li>• Designed and developed educational mobile games for children.</li><li>• Built “Mini Mining”, a competitive memory matching game, using CoronaSDK + redis.</li></ul>	June 2011 – September 2011