KRISTOPHER LUO

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Experience

Epic   **July 2023 – Present**
Full Stack Software Engineer   *Madison, WI*
- Improved documentation efficiency and accuracy for rehabilitation nurses, saving over **8,000** clicks per month
- Created **macros** for repetitive patient data entry using C# and TypeScript, streamlining documentation
- Developed an **auto-population** feature for the IRF-PAI form using M, reducing manual data entry

Moody's Investors Service   **June 2022 – August 2022**
Software Engineering Intern   *Remote*
- Proposed and implemented the use of **proxy servers** to store data from external calls in API tests
- Developed over **150 integration tests** for Moody's big data rating application for over **30,000** issuers, increasing maintainability and function cohesiveness
- Contributed to the **RESTful service** development of a company infrastructure application

Giant Oak   **January 2022 – May 2022**
NLP Research Intern   *Remote*
- Researched and refined the Giant Oak **named-entity recognition** pipeline
- Proposed a translation step, enhancing accuracy to **97%** and optimizing performance and training costs
- Implemented a data augmentation step to increase training batch size up to **200%**
- Incorporated a text quality step to filter out **90%** of low quality data and lingering HTML text in GOST data

Clemson University, Department of Computer Science   **May 2021 – August 2021**
Machine Learning Research Intern   *Clemson, SC*
- Researched machine learning algorithms and AI models to detect Deepfake usage in videos
- Studied multiple different detection methods such as observing inconsistent corneal specular highlights

Clemson University, Department of Engineering   **May 2019 – August 2019**
Data Analysis Intern   *Clemson, SC*
- Analyzed and modified traffic data collected from Clemson's roads for autonomous vehicle research
- Contributed to the training of convolution neural networks on the collected data

Projects

Personal Portfolio | *JavaScript, HTML, CSS, React*
- Coded a personal portfolio website showcasing my background, skills, and professional projects.
- Link to website: www.kristopherluo.com

Gravity Runner | *C++, SDL2*
- Developed a 2D game where players control a character capable of reversing gravity to avoid all obstacles
- Designed and implemented sprite animations, menus, and game difficulty progression

Education

Clemson University   **August 2019 – May 2023**
B.S. in Computer Science, Minor in Business Management   *Clemson, SC*
- President's List (**4.0 GPA**)
- Member of the Clemson Honors College Program
- **Relevant Coursework**: Algorithms & Data Structures, Applied Data Science, Operating Systems, Software Development, Network Programming, Discrete Structures, 2D Game Engine Design, Computer Organization, Programming Systems

Skills / Interests

Skills: C++ (4 yrs), Python (3 yrs), C (3 yrs), Java (2 yrs), front-end web development (1 yr)
Interests: Soccer, Weightlifting, Chess, Saxophone, Delta Chi Fraternity