Lam Lo (Teddy)

442 Webster Street, Palo Alto, CA 94301 • (507) 703-2093 • [lamtlo820@gmail.com](mailto:lamtlo820@gmail.com) • [itsmeteddy.com](http://www.itsmeteddy.com)

# **EDUCATION**

**St. Olaf College - Northfield, MN** Graduated May 2021

* Bachelor of Arts in Computer Science and Mathematics GPA: 3.72
  + Statistics and Data Science concentration
* Honors and Awards
  + 6th place Konhauser Mathematical Problem Fest 2020
  + 10th place Mathematical Association of America - North Central Section Team Competition 2018
* Relevant Coursework: Software Design, Hardware Design, Operating Systems, Parallel and Distributed Computing, Algorithm and Data Structures, Algorithms for Decision Making, Linear Algebra, Probability Theory, Statistical Modeling

# **RELATED SKILLS**

* Python/Django/pandas/Flask, PostgreSQL/SQL, Docker/Dokku, NGINX/Heroku, C/C++, R Programming, Power BI, Tableau, HTML/CSS/Bootstrap, JavaScript/jQuery/React, Prolog, ARM Assembly

# **PROGRAMMING EXPERIENCE**

**Suicide Rate Data Analysis Project** Fall 2020

* Performed exploratory data analysis using PowerBI data visualization to find 6 most relevant and impactful predictors for the data model
* Investigated the data of more than 100 countries in 2015 and 2016 to discover the relationship between mental health facility densities and suicide rates of men and women

**Alcohol and Happiness Research Project** Fall 2020

* Designed an R script to clean empty values while retaining more than 80% of the data
* Examined the data of 122 countries in 2016 using R and linear regression to learn the relationship between alcohol consumption and happiness levels of citizens

**Web Development Project** Spring 2019 - Summer 2020

* Maintained the Quiz Game web-app for professor Epstein to use in a 60-student musicology course
* Increased the test coverage by 50%, refactored the code base, and added features according to professors’ requests
* Resolved server-related issues and database problems during usage of the app including modifying Heroku deployment pipeline and adjusting NGINX configurations

**Video Game Strategy Analysis Research** Spring 2020

* Analyzed the data of more than 200,000 matches using R and compared between 10 different models, such as tree-based methods, KNN, and LDA, for drafting strategy of a multiplayer online game

**Game Development Project** Spring 2018

* Reconstructed with two other teammates the mobile game, Snake, with added features using C++ and OpenGL as user interference for Software Design course

# **WORK EXPERIENCE**

**Academic Tutor -** St. Olaf College Fall 2019

* Conducted one-on-one tutoring sessions in Mathematics and Computer Science for fellow college students

**Course Grader** - St. Olaf College Spring 2018 - Spring 2020

* Recorded and provided feedback on homework assignments for the following courses: Principle to Computer Science, Software Design, Logic Programming, and Calculus
* Organized weekly homework help sessions to assist more than 20 students in learning course materials and completing assignments