

Maxwell Lo

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EDUCATION

University of California, Berkeley

Aug 2021 - Dec 2023

B.S. Electrical Engineering and Computer Science | GPA: 3.5/4.0

City College of San Francisco

Aug 2019 - May 2021

Undergraduate coursework | GPA: 4.0/4.0

TECHNICAL SKILLS

Programming Languages: Java, Python, Javascript/Typescript, HTML/CSS

Frameworks and Tools: Spring, Android, Django, React, TailwindCSS, Next.js, Git, SQL

WORK & LEADERSHIP EXPERIENCE

Software Development Intern | Beecoming | Berkeley, CA

May 2022 - Aug 2022

Data-driven platform offering personalized resources and information to help students navigate studying abroad.

- Developed microservices in Javascript, exposing REST APIs to query information on prospective colleges.
- Collaborated with other interns to conduct market research and design new product features, including a feature to personalize college and course selections based on user preferences.
- Implemented automated Python scripts to minimize excess data stored in AWS S3 buckets.

Lead Computing Services Officer | Eta Kappa Nu (EECS Honor Society) | Berkeley, CA

Jan 2022 - Dec 2023

- Utilized Ruby and Python (Django) to improve course survey data readability for students and faculty.
- Leveraged GitHub for issue tracking and peer collaboration, enhancing workflow efficiency.
- Provided administrative support for 100+ user accounts each semester, ensuring secure access to organizational systems and platforms.

Software Intern | Topology Eyewear | San Francisco, CA

Jun 2019 - Aug 2019

- Analyzed company order data using PostgreSQL to create visual dashboards, tracking fulfillment rates and identifying bottlenecks in order processing.
- Revamped internal software to automate data transfer processes, simplifying workflows for employees.
- Coordinated user testing sessions for a prototype iOS app to evaluate customer experience and ease of use.

PROJECTS

React Webapp | <https://react-virtual-garden.vercel.app>

2024

- Designed and developed an interactive browser-based garden simulator using React, Typescript, and Nextjs.
- Implemented a JSON-based modular item system, leveraging asynchronous data fetching and custom React hooks to optimize performance.

Android Word Game | <https://github.com/lo-maxwell/PangramsGame>

2023

- Designed and implemented a word puzzle game in Java using Android Studio, incorporating a NoSQL database for local file storage.
- Utilized Git and Github for version control and conducted manual testing on various Android devices.