LOIC MURUMBA

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WORK EXPERIENCE

Google — Waterloo, ON
Intern — May 2018 | Aug 2018

- Developed new tab in existing review tool to streamline suspicious advertisement review process.
- Investigated malicious advertisements and analyzed what signals are associated with unacceptable behaviour in different ad products. Designed the tab to include these signals.
- Reduced the number of tools required to review ads by 75% by consolidating signals from multiple data sources.
- Implemented feature extractors to support ad information in existing repository; organized binary launch process.
- Developed interprocess communication between user interface, back-end, and ad scan databases.
- Authored design document for the project; received constructive feedback and answered questions from experienced engineers.

StarterHacks — Waterloo, ON
Organizer — Sept 2018 | Present

- Implementing rails app to handle user registration and applications
- Updating HTML landing page to be more user friendly

Mitre Media — Toronto, ON
Software Developer — Sept 2017 | Dec 2017

- Implemented automated stock reliability ranking using Rails and MySQL. Over 6000 stocks ranked daily using this algorithm.
- Converted outdated PHP account registration process to use Ruby on Rails backend and managed release process for the new changes.
- Tripled page views and improved user experience on dividend.com stock search tool by adding helpful filters
- Organized and prioritized agile sprints with content experts.

Midnight Sun Solar Race Car Team — Waterloo, ON
Web Developer — May 2017 | Nov 2017

- Designed and implemented new website to represent the team using HTML and Javascript.
- Regularly updated the website to include recent sponsorship updates.
- Website can be viewed at uwmidsun.com.

PROJECTS

FoodFeed | Javascript, Swift — https://foodfeed.ml
iOS app allowing users to easily browse through and save GIF versions of recipe videos.
Developed script to populate database with GIFs and to categorize them for intuitive browsing.

Soar | Java — https://goo.gl/A1T8xE
Challenging android platformer where the player avoids incoming obstacles.
Implemented a database so that users can see the world wide high score.

Platformer AI | Javascript, HTML
Machine learning demo of neural networks attempting to beat a simple platform game by dodging obstacles. Designed genetic algorithm to improve performance over time.

EDUCATION

University of Waterloo — Waterloo, ON
B.S Computer Science *GPA: 3.9* — Sept 2016 - Present
3rd Year