

Manke Luo

University of Toronto Computer Science

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EDUCATION -----

University of Toronto, Computer Science B.Sc. (3rd year) 2012 - Present

- University of Toronto, St. George campus - Computer Science Specialist
- Undergraduate Coursework: Algorithm; Database; Computer Network; Operating System; Artificial Intelligence; Computer Graphics; UI design; Software Engineering; Computer & Society

PROFESSIONAL SKILLS -----

- **Programing Language:** Java(JDBC), C, C++, Visual Basic, Racket, SQL, XML, Python, Shell Scripts (Bash), R, Verilog
- **Operating System:** Windows, OSX, LUnix
- **Application:** Microsoft Office, Visual Studio, Eclipse, Git, SVN
- **Others:** GUI, OpenGL, MySQL
- Experienced agile programing style in software development cycle; understand processor structure

PROJECT (Github: <https://github.com/luomanke>) -----

Calendar Management Android App, Team Project Sep – Dec 2014

- A calendar for students to manage their timetable
- Performed an Object-Oriented design for the project with CRC cards
- Led a team of 4 developers with weekly scrum meeting, sprint backlog and product backlog
- Implemented the functions of encoding and decoding JSON strings; Linked app to server end
- Designed and Implemented with **Java**

Bidding Documents Management App, Individual Project Jan – May 2011

- An app that used to manage bidding documents, cooperated with Zhejiang JinchengLouyu Ltd.
- Designed the app after researching on the current system of target company
- Implemented functions that are required by the company managers
- Implemented with **Visual Basic**

Hospital Registration Android App, Team Project Sep – Dec 2013

- An app for nurses to keep track of patients' current status
- Designed the backend java code of the app; reduced space by 30%, and shortened the length of the program by 20%
- Implemented with **Java**

Ray Tracing, Individual Project Jan – Apr 2015

- A basic ray-tracer and a simple scene using ray casting and local shading
- Designed Advanced ray-tracing like glossy reflection, refraction, soft shadows and etc.
- Implemented with **C++, OpenGL**

Penguin, Individual Project

Jan – Apr 2015

- An 2D and 3D animated penguin robot
- Designed with understanding of 2D image transformation
- Implemented with **C++**, **OpenGL**

Malloc Rodeo, Individual Project

Jan - Apr 2015

- Used system call `sbrk` to implement my own versions of `malloc` and `free`; Learned about memory allocation and deallocation, including defragmentation
- Designed functions like `malloc`, `free`, multithread `malloc`, synchronization and coalescing
- Implemented with **C**

Idiom Understanding App [UI prototype], Team Project

Sep – Dec 2014

- An app for newcomers to understand the intricacies of English
- Researched on UI design, designed the mockups and the prototypes for the app
- Performed prototype testing with different groups of potential users

EXPERIENCE & VOLENTEER-----***Netsun Ltd. Trader, Intern***

Jun - Aug 2013

- Cooperated with international trading team to sell chemical equipment internationally
- Led a team to look for and discuss about different contract offers
- Successfully won a contract with an international company

CUAUT, Team Manager, IT & Design Department

Jan 2014 – Present

- Cooperated with other departments to decide products design requirements
- Assigned works to department members
- Made sure workload is balanced and deadlines are reasonable

EXTRACURRICULAR ACTIVITIES & INTRESTS-----***Hangzhou Chess Competition, 1st award***

Summer 2008

- Largest chess competition held in Zhejiang Province; played against high-skilled chess players from Hangzhou

Painting

- Made a portfolio with 10 great paints including, sketching, oil painting, water painting, and etc.

Esports

- Successfully achieved the top 200 team (North America) in Dota2 within 800000 players