Xueguang (Luke) Lu

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EDUCATION

Northeastern University, Boston, MA   *Sept. 2016-present*

Candidate for a Master of Science in Computer Science, GPA: 3.83   *Expected graduation: May 2018*

Related Courses: Programming Design Paradigm, Foundations of AI, Algorithms, NLP, OS, Machine Learning

University of California, Irvine, Irvine, CA

Bachelor of Science in Informatics, concentrated on HCI, GPA: 3.67   *Sept. 2012 - June 2016*

Related Courses: DB Management, UX, HCI, Data Visualization, IR, Discrete mathematics, Information theory

TECHNICAL KNOWLEDGE

Languages	Systems	Dev Ops
Python, C, Go, JS, Haskell	**macOS**, Ubuntu, CentOS	Git, Jenkins, GCP, AWS, Redis, MongoDB, Elasticsearch

INTERN EXPERIENCE

PayPal | Software Engineering Co-op (7 months) | San Jose, CA   *May. - Dec. 2017*

- Developed a general-purpose recommendation platform, optimized for scalability and accuracy (Flask, Hadoop, Spark, TensorFlow, GCP), observed 80% of traffic increase for related products; platform also utilized for internal reporting and insights.
- Developed collaboratively a modularized frontend platform (Express, React, Redux, Elasticsearch); researched and resolved security vulnerabilities;
- Designed and popularized a set of API schema templates, which improved development productivity across the company.
- PayPal Emoji Hackathon winner (1st place); 1 patent passed (NLP sequence to sequence model).

Astronics Test Systems | Software Engineering Intern & Scrum Master | Irvine, CA   *Nov. 2015 - June 2016*

- Architected and developed sensory data collecting and processing pipeline (Raspberry Pi, Azure, Transact SQL, D3), solving long-lasted maintenance issues.

Apples and Oranges Studios | Full Stack Web Dev | Irvine, CA   *June – Sept. 2016*

- Developed a Show-Venue Matching web app with Django, Angular and Sklearn.
- Leveraged Decision Trees (ensemble model) to implement Content-Based Recommendations.

Institute of Computing Technology | Research Assistant | Beijing, China   *June - Sept. 2015*

- Translated edge detection and texture similarity **Matlab** scripts into **C++**, decreased runtime by 83%.
- Tuned optimal weights for combining image similarity algorithms pipelines

PROJECTS

Deep Reinforcement Learning to play Atari Games | ADRQN + DRQN   git.io/deeprl

- Validated an improvement on Deep Recurrent Q-Network which achieved state-of-the-art performances.

Machine Learning to Rank Top Universities | Linear Regression + Ranking SVM   git.io/universityrank

- Improved accuracy over original model (2nd place at KDD Cup 2016) by 11%.

MGNC-CNN Entailment | Exploiting multiple word embeddings simultaneously   git.io/entailment

- Achieved higher accuracy than using individual word embeddings or combined using multi-channel model.

Brown Clustering | Python Implementation of brown clustering algorithm   git.io/brown

- Research actualization, achieved 10% better runtime than other python implementations.

Banking Assistant | Conversational Android App Voice-Assistance Module   devpost.com/XueguangLu