**Email** [maxluoxiii@gmail.com](mailto:maxluoxiii@gmail.com)  
**Phone** 630-432-3267Maxiwell Luo913 Ashford Lane  
Westmont, IL 60559

**EducationUniversity of Illinois at Urbana-Champaign**Bachelor of Science, Computer Science + Master of Computer Science  
GPA: 3.67/4.0

**Hinsdale Central High School**Valedictorian  
GPA: 5.93/5.0Urbana-Champaign, IL  
Graduation: May 2021

Hinsdale, IL  
August 2013 - May 2017

**Relevant Courses**Applied Cryptography (IP); Advanced Computer Security (IP); ML for Sys, Networks, & Security (IP); Machine Learning; Computer Security II; Applied Parallel Programming; Interactive Computer Graphics; Programming Languages and Compilers; Algorithms; Top Down Video Game Design; Game Dev Process; Communication Networks; Computer Security I; Algorithms & Models of Computation; UI Design; Probability and Statistics; System Programming; Applied Linear Algebra; Numerical Methods I; Computer Architecture; Data Structures

**Work Experience8i, Software Engineering Intern**  
— Developed features for an internal MPEG-DASH player to support the company’s proprietary mesh, video, and audio codec including seek, caching, and adaptive bitrate selection

**Eagle Seven, Software Development Intern**— Wrote software to calculate network performance metrics of high-frequency trade engines  
— Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development

**Fermilab, Application Development and Systems Analyst**Designed and developed a web app in Angular to interface with an instrument calibration database

**Fermilab, Software Intern**  
Using C, implemented and analyzed the effectiveness of data compression algorithms for use in collecting data during experimentsChicago, IL  
May 2020 – August 2020

Chicago, IL  
May 2019 ­– August 2019

Batavia, IL  
May 2018 – August 2018

Batavia, IL  
June – July 2016

**ProjectsHackIllinois**Cooperated in a team to develop a drawing/messaging service modeled on the DS software PictoChat in Python.

**neuralMario**Implemented a NEAT algorithm to create an AI that could play Super Mario World

**Black Lung**  
Developed a short third-person action game in Unreal Engine with a group of peersUrbana-Champaign, IL  
February 2018

Hinsdale, IL  
May 2017

Westmont, IL  
2016

**ActivitiesCS 225 Data Structures, Teaching Assistant**Lead discussions with students to foster educational dialogue concerning the use of data structures in computer science

**UIUC SigPWNy**Collaborated with peers to identify and research vulnerabilities in various software systems Urbana-Champaign, IL  
August 2020 – Present

Urbana-Champaign, IL  
2017 – Present

**SkillsProficient** in C/C++, Java, Python

**Intermediate** knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL, Chinese

**Basic** skills with Rust, OCaml, x86 Assembly, Japanese