**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

**Hinsdale Central High School**ValedictorianUrbana-Champaign, IL  
Aug. 2017 – May 2021

Hinsdale, IL  
Aug. 2013 – May 2017

**Relevant Courses**Operating System Design; Distributed Systems; Operating System Security; Applied Cryptography; Advanced Computer Security; ML for Sys, Networks, & Security; 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 using the C++ Qt Framework

**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 modern web application 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 data collection during experimentsChicago, IL  
May 2020 ­– Aug. 2020

Chicago, IL  
May 2019 ­– Aug. 2019

Batavia, IL  
May 2018 – Aug. 2018

Batavia, IL  
June 2016 – July 2016

**ProjectsHackIllinois**Cooperated in a team to implement a desktop drawing/messaging application modeled on the DS software PictoChat in Python

**neuralMario**Implemented a NEAT algorithm to create an AI that could play Super Mario World Urbana-Champaign, IL  
Feb. 2018

Hinsdale, IL  
May 2017

**ActivitiesCS 126 Software Design Studio, Teaching Assistant**— Lead code reviews to instruct students on best coding practices  
— Managed the lectures page for the course website

**CS 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 teach one another computer security topics and techniques to exploit security vulnerabilities  
— Competed in in-house and national CTF competitions Urbana-Champaign, IL  
Jan. 2021 – May 2021

Urbana-Champaign, IL  
Aug. 2020 – Dec. 2021

Urbana-Champaign, IL  
2017 – 2020

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

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

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