**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: 3.69/4.0

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

Hinsdale, IL  
August 2013 – May 2017

**Relevant Courses**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 ExperienceEagle 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 2019 ­– August 2019

Batavia, IL  
May 2018 – August 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

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

Hinsdale, IL  
May 2017

Westmont, IL  
2016

**ActivitiesUIUC 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

**Robotics Team**— Designed and built robots to compete in the FIRST Robotics Competition on team DevilStorm Robotics  
— Trained new members in fundamental programming techniquesUrbana-Champaign, IL  
2017 – Present

Hinsdale, IL  
2013 – 2017

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

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

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