Miranda Luo

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Education

Cornell University Ithaca, NY

Bachelor of Arts in Computer Science and Biological Sciences, GPA - 3.85

expected May 2024

- **Relevant Coursework**: OOP & Data Structures, Discrete Math, Functional Programming, Backend, Web Development, Algorithms, Data Driven Web Apps, Computer Systems, Computer Vision
- Clubs: Association of Computer Science Undergrads, Women in Computing, Running Club, Marching Band

Technical Skills & Awards

Languages: Java, Python, JavaScript/TypeScript, OCaml, PHP, C++/C, Ruby, SQL (Postgres, MySQL), R Frameworks: Django, Flask, React, Vue, Node.js, Express, Ruby on Rails, Laravel, MUI, WordPress, D3 Libraries/Technologies: HTML/CSS, Git, Heroku, RESTful APIs, Firebase, pandas, NumPy, scikit-learn, thrift Awards: Aspirations in Computing Certificate of Distinction (National Center for Women & IT), Computing Awards Honorable Mention (New Jersey Regional Science Fair), Dean's List

Experience

Meta (Instagram) Menlo Park, CA

Software Engineer Intern

May 2022 - Present

· Spearheading new thrift-python migration in feed ads platform backend infra for improved security and speed

Cornell University

Ithaca, N

Cornell Design & Tech Initiative - Developer

Ithaca, NY September 2021 – Present

- Implementing match UI functionality on Zing, a tool for professors to intelligently form groups of students
- Adding partner data export function to CSV for Zing-LSC, a tool for students to be paired with study partners
- Upgrading React components to take advantage of MUI v5 system styling and theme capabilities

Data Structures and Functional Programming Consultant

August 2021 – May 2022

- Holding 3 consulting hours a week to help 6 students per hour with assignments (400+ students in class)
- Grading assignments and exams and managing/assisting 2 groups for their final projects

Cornell Cup Robotics - Minibot CS Software Developer

March 2021 – September 2021

- Revamped Minibot UI/UX, a robot for children to learn about robotics, using React and Figma
- Eliminated excessive page scrolling/whitespace and reduced distance between elements by about 50%

Workstream San Francisco, CA

Full-Stack Software Engineer Intern

June 2021 – August 2021

- Developed state tax withholding form UI & HelloSign signing onboarding module for over 100 businesses
- Designed/wrote APIs for dynamic search of ADP workers and extra data submission through form to ADP
- Resolved bugs and high priority tickets as reported by customer service, wrote tests for backend

Kadmon New York, NY

Molecular Signaling Summer Intern

June 2019 - July 2020

- Predicted positive protein crystallization conditions with 90% accuracy of prediction over last generation with reinforcement learning algorithms
- Researched and presented basic machine learning findings for use in drug development to the department

Projects

Cornell Simulator (Game) | OCaml - github.com/mluo24/CornellSimulator

- Created a 2-D tile-based single-player game simulating the life of a college student
- Implemented and optimized a tileset engine to easily create game maps with separate interactive layers
- Designed and integrated a mission/leveling up system with GPA calculation and item collection/usage

$\textbf{FRC Robotics Scouting Server} \ | \ \textit{Laravel, MySQL} - \textit{github.com/mluo24/pascack-pioneers-scouting-2020} \\$

- Led a team of 3 to develop database for over 80 users to upload and share strategic robot scouting information
- Designed innovative form to associate form elements with corresponding locations on game field visually
- Implemented Google OAuth & system for searching/exporting 100s of lines of data formatted for analysis

Improving Semi-quantitative Colorimetric Test Kits | Python - github.com/mluo24/p-colorimetric-analysis

- Developed algorithm to determine concentration of phosphorus solutions through generated absorbance curves of known solutions and smartphone pictures
- Analyzed association of RGB values and solution absorbance to true concentration, determined 90% fit