Ruifeng (Lawrence) Luo

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EDUCATION

Master of Science in Data Science, University of San Francisco

Jul 2021 - Jul 2022

Coursework: Data Structures and Algorithms, Distributed Computing and Systems, Database Systems, Advanced Machine Learning

Master of Software Engineering, University of Melbourne

Jul 2017 - Nov 2019

Coursework: Computer Systems, Object Oriented Programming, Software Requirements Analysis, Software Design and Architecture

SKILLS

Languages: Java, Python, JavaScript/TypeScript, C/C++, SOL

Frameworks: Angular, Spring, Flask, Kafka, Redis, Spark, GenAI, LLM, LangChain, Instructor, Streamlit

Developer Tools: MySQL, PostgreSQL, MongoDB, Linux, Maven, Visual Studio, Git, Jira **Infrastructure:** AWS, Docker, Kubernetes, DevOps, Distributed Systems, Microservice, APIs

PUBLICATION

Published <u>results</u> at AAPM 64th Annual Meeting & Exhibition, 2022 on the topic of Building a Bidirectional Encoder Representations
From Transformers (BERT) Transfer Learning Framework for Glioma Overall Survival Prediction Using Unstructured Electronic
Health Record Note.

PROFESSIONAL EXPERIENCE

Machine Learning Engineer, Capgemini, San Francisco, US

Oct 2023 - Present

- Implemented automation pipelines to process text from over 400,000 documents into text embeddings before storing them in a database (Step Functions, Lambda, RDS).
- Developed data pipelines to quickly capture customer, product, and other relevant information from input documents (LLM, LangChain).
- Created a web-based product matching solution to identify the best matching products based on given requirements using hybrid search, helping the sales team achieve a 30% increase in product matching speed (Streamlit, AWS Lambda, API Gateway, Docker, PostgreSQL, Elasticsearch, Redis).
- Improved the performance of the product matching system and optimized result quality by leveraging LLM (Instructor, Pydantic, prompt engineering).

Software Engineer Intern, Sensebrain, San Jose, US

May 2023 - Oct 2023

- Built and supported an advanced image denoising web application utilizing neural networks, achieving 50+ user engagements on day one (Angular, TypeScript, Spring Boot, Java).
- Led the development of a pixel-level image comparison system in a web application, enabling precise detection of image differences and contributing to 30% increase in user satisfaction (Angular, TypeScript).
- Automated unit testing and deployment processes for web applications by establishing CI/CD pipelines, leading to 30% reduction in web development time (Gitlab, YAML, CI/CD, Docker).

Machine Learning Research Intern, UCSF Medical Center, San Francisco, US

Nov 2021 - Jul 2022

- Constructed and trained a BiLSTM model using document embeddings to predict the overall survival of brain cancer patients, achieving 15-30% improvement in predictive performance over clinical feature-driven baseline models (Pytorch, Doc2Vec, Python).
- Established pipelines to automate model hyperparameter tuning and visualize evaluation metrics, resulting in 20% improvement in model performance (Flask, Python).

Data Engineer, Itoc (AWS Cloud Integrator and solution company), Sydney, AU

Apr 2020 - Jun 2021

• Led the implementation and maintenance of high-performance, real-time financial transaction systems optimized for minimal latency, resulting in 10 ms reduction in processing time (Python, Java, Kafka, AWS Lambda, Docker, S3).

Software Engineer Intern, National Australia Bank, Melbourne, AU

Jul 2019 - Apr 2020

• Worked with developers to implement and support a monitoring system for operational servers, which improved service reliability by 10% (Python, Beam, EC2).

PROJECTS

Full-Stack Employee Management System (<u>rebrand.ly/9v8l0fa</u>)

 Led a team of 4 in developing a comprehensive web management system, enabling efficient management of employee data and activities, increasing onboarding efficiency by 30% (Java, Angular, Spring Boot, Spring MVC, Hibernate, MySQL, MongoDB, AWS (S3, RDS), RabbitMQ, Microservices).

Java-based Distributed Messaging System (<u>rebrand.lv/sg8h45t</u>)

• Led a team of developers to create a distributed messaging system, boosting communication speed by 45% through effective use of Java multi-threading and client-server architecture (Java, Maven, Socket, TCP, Concurrency Handling, OOD).