Solomon Lo

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EDUCATION

University of California - Los Angeles (UCLA)   Los Angeles, CA
Bachelor of Science in Computer Science   June 2023
Regents Scholar: Honor awarded to the top 1.5% of applicants   GPA: 3.8
Relevant Coursework: Data Structures and Algorithms, Machine Dependent Programming,
Object-Oriented Programming, Discrete Mathematics, Variable Topics in Computer Science, Linear Algebra

EXPERIENCE

ParisLAB Research Lab   Los Angeles, CA
Undergraduate Researcher   October 2020 – Present
- Using Python and TensorFlow to run machine learning on atomic structures building materials' strength
- Achieved accuracy of 83.2% by creating a custom convolutional neural network for atomic structures

Bruin Review   Los Angeles, CA
Software Engineer Intern   April 2020 – Present
- Created Java servlets with RESTful APIs to handle HTTP requests and responses for newspaper articles
- Designed the layout of the website member website using React, JavaScript, HTML, and CSS
- Implementing a Node Server backend to host 90 newspaper articles and newspaper writers' work

Anvaya Solutions   Folsom, CA
Software Engineering Intern   August 2018 – September 2018
- Saved company 2 hours of work per day by coding a Java automation tool using Apache POI to analyze which government contracts the company should bid on
- Created the base website for the company using HTML, CSS, and MuraCMS
- Implemented penetration testing and cybersecurity in Java and C++ to create cybersecurity tools/software to help fulfill government contracts for US government departments

PROJECTS

GrocerEase   July 2020 – September 2020
- Built a cross-platform web app for collaborative shopping trips using React, NodeJS, and Firebase
- Developed collaborative chat rooms and deals aggregator using Firebase and React
- Coded interactive map of current deals and shopping trips using React and OpenStreetMap API

Folsom League Scheduling Program   January 2020 – April 2020
- Optimized the scheduling of which soccer teams played on which fields in the Folsom Soccer League
- Utilized Java and Apache POI framework to input team information and requirements, and interval scheduling to create a schedule for the times and soccer fields each team plays

SmartShopper   January 2020 – March 2020
- Built an application that texts customers when items are back in stock using Python and Twilio API
- Contained a GUI for stores used to send out inventory notifications to phone numbers in a database using tkinter and Python Flask

SmartShopper   January 2020 – March 2020
- Utilized Java and Android Studio to code app that algorithmically creates an optimal sleep schedule
- Published App on Google Play and optimized UI and runtime after receiving feedback

SKILLS
- Programming Languages: Python, Java, C++, React, React Native, NodeJS, MySQL
- Frontend: Figma, HTML/CSS, Javascript, Bootstrap, CMS
- Backend: Firebase, MongoDB, Flask, SQL Developer
- Others: Git, Numpy, Scripting, Data Analysis, Pentesting, Cybersecurity, Scrum