

# Steven Lo Cen

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## EDUCATION

### New York University, Tandon School of Engineering

Sep. 2022 - May 2026

B.S. in Computer Science; Minor: Mathematics, Cybersecurity, Game Engineering; NYU Shanghai Study Away

**Relevant Coursework:** Data Structures, Algorithms, Object-Oriented Programming, Discrete Math, Linear Algebra, Computer Architecture, Databases, Operating Systems, Computer Networking, Computer Security

## PROJECTS

### Criminal Database Project

Feb. 2024 - May 2024

- Redesigned the backend of a criminal database in phpMyAdmin using advanced SQL techniques, implementing functions, procedures, and triggers to improve data management and increase efficiency by 40%
- Designed and implemented a front-end database interface with HTML/CSS, enhancing UI for improved navigation and accessibility, which boosted user experience and system usability by over 50%

### Farm Ninja Game Project

Mar. 2024 - May 2024

- Engineered an engaging 'Farm Ninja' game using C++ and Xcode frameworks, applying object-oriented programming principles to design reusable, modular classes, enhancing gameplay mechanics and reducing code lines by 5%
- Incorporated advanced graphics and auditory cues into the game, using tilesets for vivid scenery and animations, along with music and special effects, creating a rich gaming experience that increased player engagement by 30%

### NYU High-Performing Computing Vertically Integrated Project

Data Lake LIDAR Team

Jan. 2024 - May 2024

- Developed entity-relationship diagrams and assisted faculty in optimizing the Research Data Lake repository for the Sunset Park LIDAR project, leveraging Python to enhance data organization by 5% on the Greene computer cluster

Machine Learning Performance (MLPerf)

Jun. 2023 - Dec. 2023

- Contributed to MLPerf Inference benchmarking to improve assessment of ML model speed and efficiency across diverse deployment scenarios, enhancing model deployment strategies on Linux and increasing benchmarking by 25%
- Selected and installed Operating Systems on cluster nodes, enhancing system efficiency by 20% and ensuring 98% compatibility, demonstrating advanced skills in system configuration and software-hardware integration

### Bounce NYC Game (mini-HackNYU 2023)

Dec. 2023

- Overcame 15+ unique coding challenges and graphical design issues, enhancing game functionality and visual appeal, and coded over 150+ lines in Python using Pygame, focusing on game mechanics and user interaction

## WORK EXPERIENCE

### NYU FAS Computer and Information Technology | IT Student Worker

Jan. 2024 - Present

- Orchestrated responsive Tier 1 technical support, handling 15+ computer setups and updates weekly, advanced printer troubleshooting, and mobile device support, while maintaining up-to-date knowledge of popular software applications
- Managed delivery, setup, and software installation for 5+ faculty computers, ensuring systems were fully operational and customized to meet academic needs, while overseeing asset management for 10+ devices

### NYU Athletics 404 Fitness | Student Operations Attendant

Oct. 2023 - Aug. 2024

- Provided exceptional customer service to over 200 students daily, increasing satisfaction by 15% through enhanced operational excellence, effective communication, and student engagement, earning Emerging Leader Award

### NYU Office of Residential Life and Housing Services | Summer (RA) Assistant

May 2024 - Aug. 2024

- Elevated productivity by 20% through data management as an office assistant while supporting 700+ summer residents

## ADDITIONAL INFORMATION

- Technical Skills:** Python (Expert), C++ (Intermediate), SQL (Intermediate), HTML/CSS (Beginner), C (Beginner)
- Clubs:** Theta Tau Professional Engineering Fraternity, Tech@NYU, GDSC, Applied Math Club
- Interests:** Data Analysis, Artificial Intelligence, Sustainability, Web Development, Human-Computer Interaction