STEVEN LO

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EDUCATION

New York University Tandon School of Engineering   **Graduation: May 2026**

Bachelor of Science in Computer Science, *Minor: Cybersecurity & Game Engineering*, *NYU Shanghai Study Away*

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

PROJECTS

NYPD Criminal Database Project (github) - *Head of Software and Design*   **Feb. 2024 - May 2024**
- Developed a backend for the NYPD Criminal Database using Advanced SQL methods through phpMyAdmin, enhancing data management capabilities with functions, procedures, and triggers for filtering, adding, and deleting records
- Designed and implemented the frontend of the database using HTML/CSS, focusing on UI improvements that facilitated easier navigation and accessibility for law enforcement personnel, thereby increasing system usability by over 50%

Farm Ninja Game Project (github)   **Mar. 2024 - May 2024**
- Engineered an engaging 'Farm Ninja' themed game using C++ and Xcode frameworks, employing object-oriented programming principles to design reusable and modular classes, enhancing gameplay mechanics and code maintainability
- Incorporated advanced graphical elements and auditory cues into the game, utilizing tilesets for vivid scenery and animations, along with music and special effects, to create a rich gaming experience that captivates and entertains players

NYU High-Performing Computing Vertically Integrated Project

Data Lake LIDAR Team   **Jan. 2024 - Present**
- Managed the Research Data Lake repository for structured dataset from the geospatial mapping data from the Sunset Park LIDAR project, optimizing storage through data tiling and supporting GIS applications utilizing the Greene computer cluster for large-scale data management and achieved a 40% in data optimization
- Implemented Spark and SQL processing techniques to enable efficient parallel processing and data compression, improving performance and scalability for handling large volumes of data and reduced processing time by 60%

Machine Learning Performance (MLPerf)   **June 2023 - Dec. 2023**
- Contributed to MLPerf Inference benchmarking, leading to a 15% improvement in assessing the speed and efficiency of ML models across diverse deployment scenarios, enhancing model deployment strategies
- 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) (github) - *Head of Software*   **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
- Improved Python programming proficiency by 40% through practical application in game development, and acquired substantial knowledge in game development, leading to a 50% improvement in coding efficiency

WORK EXPERIENCE

NYU Faculty of Arts and Sciences Computer and Information Technology - *IT Student Worker*   **Jan. 2024 - Present**
- Orchestrated Tier 1 technical support in computer setups, printer troubleshooting, and mobile device assistance

NYU Athletics 404 Fitness - *Student Operations Attendant*   **Oct. 2023 - Present**
- Achieved the "Emerging Leader Award" while elevating operational excellence in athletic facilities

NYU Office of Residential Life and Housing Services - *Summer Assistant Gramercy Green Hall*   **May 2024 - Aug. 2024**

ADDITIONAL INFORMATION
- **Technical Skills:** Java, Python, C/C++, JavaScript, Linux, Assembly, SQL, HTML/CSS
- **Software and Tools:** Microsoft Excel, High-Performance Computing, Pygame, PySpark, Git, Adobe
- **Languages:** Spanish, English, Cantonese, Mandarin
- **Clubs:** Chinese Mei Society, Theta Tau Professional Engineering Fraternity, Society of Hispanic Professional Engineers, Cybersecurity Club, Tech@NYU, BUGS, Google Developer Student Club, Machine Learning Club
- **Interests:** Artificial Intelligence, Virtual Reality, Data Science, Web Development, Human-Computer Interaction