STEVEN LO

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EDUCATION

New York University Tandon School of Engineering   **Graduation: June 2026**
Bachelor of Science in Computer Science (Minor: Cybersecurity, Game Engineering)   Brooklyn, NY
Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Discrete Mathematics, Linear Algebra & Differential Equations, Data Analysis, Intro to Game Programming, Computer Architecture, Intro to Databases

PROJECTS

NYU High-Performing Computing Vertically Integrated Project   **June 2023 - Present**
Machine Learning Performance (MLPerf) Team   New York, NY
- 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

mini-HackNYU 2023 - Bounce NYC Game   **December 2023**
Head of Software   New York, NY
- 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%, mastered key aspects of Pygame through practical application in game development, and acquired substantial knowledge in game development, leading to a 50% improvement in coding efficiency and a 35% enhancement in graphic design skills

General Engineering Rapid Assembly Design Project - Shoe Cleaner Prototype   **Sept. 2022 - Nov. 2022**
Head of Production   Brooklyn, NY
- Compiled and researched the most appropriate material for the prototype's design by reducing its original production cost by 30%, making it more efficient for its potential introduction to the market
- Constructed an accessible shoe cleaner prototype that offered an effortless cleaning option for everyday footwear for people with physical disabilities using Fusion 360 CAD software, Arduino, and Ultimaker 3D printers
- Collaborated with 2 team members to develop and refine prototype components, conducting over 10 rigorous tests to ensure quality before successfully submitting to the EG1004 department

WORK EXPERIENCE

NYU Faculty of Arts and Sciences Computer and Information Technology   **Jan. 2024 - Present**
IT Student Worker   New York, NY
- Orchestrated responsive Tier 1 technical support, specializing in computer setups, intricate printer troubleshooting, and comprehensive mobile device assistance, while maintaining updated knowledge of popular software applications
- Implemented advanced remote diagnostics to effectively resolve 90% of fundamental printer issues, significantly boosting workflow efficiency by 15% and reducing downtime by 20% through hardware monitoring and reporting

NYU Athletics 404 Fitness   **Oct. 2023 - Present**
Student Attendant   New York, NY
- Achieved the "Emerging Leader Award" while elevating operational excellence in athletic facilities, resulting in a 25% rise in member recommendations due to improved communication and student engagement
- Leverage strong communication skills to deliver outstanding customer service to 200~ students daily, resulting in a 15% increase in satisfaction, effectively resolved issues, achieving a 40% improvement in first-contact resolution

ADDITIONAL INFORMATION
- **Technical Skills:** Java, Python, C/C++, Linux, High-Performance Computing
- **Software and Tools:** G-Suite, Microsoft Office, Customer Service, Zoom, Research, Pygame
- **Languages:** Spanish, English, Cantonese, Mandarin
- **Clubs:** Chinese Mei Society (E-Board), International Student Council (Programming Director), Society of Hispanic Professional Engineers, Society of Asian Scientists and Engineers, Cybersecurity Club, Tech@NYU
- **Interests:** Artificial Intelligence, Virtual Reality, Data Science, Web Development, Human-Computer Interaction