

►Victoria Lo

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Portfolio: <http://lluviagraphics.darkfolio.com>

Skills & Honors

- **Programming Languages:** Proficient: HTML & CSS (8 years), Python, Java; Familiar with: C, R, MIPS, JavaScript, PHP, MySQL, Ruby on Rails
- **Familiar with:** Intermediate Unix, Git, Hadoop/MapReduce (Java), BeautifulSoup4 (Python), urllib2 (Python), cross-browser & mobile compatibility (CSS)
- **Photography, Image Manipulation, and Graphic Design:** Adobe Photoshop (9 years) & Adobe Lightroom (1 year)
- **Honors:** Regents' and Chancellor's Scholarship (May 2011 – present); National Chemistry Olympiad Semifinalist (Spring 2010), Multiple awards at DECA Career Conference Competitions including qualifying for international competition (2010 – 2011)

Education

University of California, Berkeley

Bachelor of Arts in Integrative Biology & in Computer Science

Expected Graduation: December 2015

- **Classes:** Animal Behavior, The Structure and Interpretation of Computer Programs, Data Structures, Discrete Mathematics and Probability Theory, Machine Structures, Efficient Algorithms and Intractable Problems, Introductory Physics, Introduction to Ecological Data Analysis, Artificial Intelligence, Introduction to the Internet, Animal Physiology, Human Genetics and Genomics
- **Honors and Clubs:** Regents' and Chancellor's Scholarship & Regents' and Chancellor's Scholars Association member – Historian Committee '11-'12, '13-'14. Merit-based scholarship awarded to the top applicants of each incoming freshman class to UC Berkeley; Association of Women in EE & CS – Historian '14-'15

Experience

Web Assistant

May 2014 - current

UC Berkeley Student Affairs (Berkeley, CA)

- Assisted with the migration of images and webpages for crucial UC Berkeley websites onto a new content management system and server, ensuring consistency and quality and helping improve efficiency by occasionally writing scripts on my own to speed up the process.

Locket Lab Intern

December 2013 – January 2014

Locket, Inc. (San Francisco, CA)

- Responsible for front-end web development for advertising. Coded webpages, targeted toward potential advertisers, which were both seamlessly cross-browser and mobile compatible.

Other Experience

- **Confess.ly Head Moderator and Marketing Intern** (October 2013 – current): Moderator responsibilities included keeping a safe and supportive anonymous community of five thousand users by flagging inappropriate, threatening, or spam posts, while marketing duties included driving traffic and buzz to Confess.ly by planning events and with guerilla marketing both on- and off-line.
- **Adobe Student Representative at UC Berkeley** (August 2013 – May 2014): Responsible for driving awareness, engagement, and excitement for Adobe Creative Cloud software within the UC Berkeley community through creating strategic partnerships, planning sponsored events, and spreading word-of-mouth buzz.

Projects

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December 2013 – present

- Developer and designer for a new, comprehensive four-year academic planner for UC Berkeley students. Contributing to product design and to coding both front-end (HTML/CSS/JavaScript) and back-end (Ruby on Rails), as part of a team of seven students.

Zenblr

September 2013 – November 2013

- Cofounder and head of front-end design/development. Zenblr displays one's recommendations and references in a portfolio as a tool to easily request, keep, and display one's recommendations from others for applications and more. My responsibilities included designing and building a clean, aesthetically-pleasing, functional portfolio layout. (No longer in development.)

Berkeley Resources Page (<http://ocf.io/~vlo/BerkeleyResources.php>)

July 2013 - present

- Personal project to compile a well-organized page of all online resources available to UC Berkeley students. Updated approximately monthly.

Movement Sim (<http://movementsim.com>)

October 2012 - present

- An equine "sim" game. Beyond my moderator duties, I assist in both the front-end and a little of the back-end development. Past contributions have included, among others, UI fixes, cross-browser compatibility using HTML/CSS, and writing and debugging various PHP/MySQL scripts.

Dash Society (<http://dashsociety.com>)

September 2012 – January 2013

- Co-owner of an equine "sim" (simulation) game written with JavaScript and PHP featuring movable avatars and horses. Responsible for entirely designing and coding the user and horse profile pages from scratch with HTML, CSS, PHP, & MySQL, reskinning the website for the winter season, managing a team of artists, writers, and programmers, and general game design and development.

- See my GitHub for more projects and their code, including both front-end and back-end.