

VICTORIA LO

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Portfolio: <http://lluviagraphics.darkfolio.com> | **LinkedIn:** <http://www.linkedin.com/in/lovictoria>

Education

University of California, Berkeley

Bachelor of Arts in Integrative Biology with Minor in Computer Science

August 2011 - December 2015

- ▶ **Computer Science** (completed all major requirements): Data Structures, Machine Structures/Computer Architecture, Efficient Algorithms and Intractable Problems, Artificial Intelligence, Internet Architecture and Protocols, Computer Security, Microelectronic Circuits, Software Engineering
- ▶ **Biology:** Animal Behavior, Animal Physiology, Human Genetics and Genomics, Ecological Data Analysis, Methods In Population and Community Ecology, Spider Biology, Plant Morphology
- ▶ **Honors:** Regents' and Chancellor's Scholarship (May 2011 – May 2015): Merit-based scholarship awarded to the top applicants of each incoming freshman class to UC Berkeley
- ▶ **Clubs:** Regents' and Chancellor's Scholars Association member – Historian Committee 2011-2012, 2013-2014; Student Photography Collective – Treasurer Fall 2015; Association of Women in EE & CS – Historian Fall 2014, Vice President Spring – Fall 2015; Phi Sigma Rho Alpha Theta Chapter, Beta Class – Historian 2014-2015 – Sorority for women in STEM

Skills

- ▶ **Programming Languages:** *Proficient:* Python, Java, Perl, HTML & CSS (9 years); *Familiar with:* PHP, MySQL/SQLite3, Ruby on Rails, C, MIPS, JavaScript, R
- ▶ **Familiar with:** Unix, Git, MVC, Hadoop/MapReduce, BeautifulSoup4, urllib2, D3.js, SVGs, cross-browser & mobile CSS compatibility
- ▶ **Software:** Adobe Photoshop (10 years) & Adobe Lightroom (3 years), Eclipse, Sublime Text

Experience

Computational Intern

May – August 2015

Lawrence Berkeley National Lab (Berkeley, CA)

- ▶ Completely redesigned and added features to the Fitness Browser, a site written with Perl, SQLite3, JavaScript, and HTML/CSS to display data about bacterial genetic fitness in different media from experiments done at the Arkin Lab for Systems and Synthetic Biology. Reworked UI for cross-browser compatibility and usability, as well as added features, including graphs and scripts, to enable efficiency and access for computational biologists around the world. See code at <https://bitbucket.org/berkeleylab/feba>.

Research Assistant

October 2014 – May 2015

UC Berkeley EECS Department (Berkeley, CA)

- ▶ Worked with two EE/CS graduate students and the EE department chair to use R to analyze possible correlations between the gender of Electrical Engineering/Computer Science professors and student perceptions of those professors using course survey data. Presented at the Stanford-Berkeley Research Meetup as well as the EECS Undergraduate Research Symposium.

Web Assistant

May 2014 – April 2015

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 using basic HTML and Drupal. Took initiative to automate parts of the process using the HTML source code and Python scripts, helping to improve efficiency while ensuring consistency and quality.

Personal Projects (see GitHub for more projects and their code)

Let's Do Stuff (<http://letusdostuff.herokuapp.com>) – web app

September 2015 – December 2015

- ▶ Developer and designer for a web app, written with Ruby on Rails and Sass, that allows users to connect with others with similar interests in the same geographic location. App features include browsing chatrooms, privacy settings, and friendship options. Among a team of 5 students, I was responsible for front-end development/views, deployment, documentation, and overall management. Code at <https://github.com/ayushmudgal/Lets-do-stuff>.

ursaMajor (<http://ursamajor.herokuapp.com>) – web app

December 2013 – December 2014

- ▶ Developer and designer for a new, comprehensive four-year academic planner for UC Berkeley students as a solution to outdated school software and a lack of a solid tool. 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.

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

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.