

Victoria Lo

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Education

University of California, Berkeley

Bachelor of Arts in Integrative Biology & in Computer Science

Expected Graduation: December 2015

- ▶ **Biology:** Animal Behavior, Animal Physiology, Human Genetics and Genomics
- ▶ **Computer Science:** Data Structures, Machine Structures/Computer Architecture, Efficient Algorithms and Intractable Problems, Introduction to Ecological Data Analysis, Artificial Intelligence, Internet Architecture and Protocols

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, BeautifulSoup4, urllib2, cross-browser & mobile CSS compatibility
- ▶ **Photography, Image Manipulation, and Graphic Design:** Adobe Photoshop (9 years) & Adobe Lightroom (1 year)
- ▶ **Honors:** Regents' and Chancellor's Scholarship (May 2011 – present): Merit-based scholarship awarded to the top applicants of each incoming freshman class to UC Berkeley; National Chemistry Olympiad Semifinalist (Spring 2010), Multiple awards at DECA Career Conference Competitions including qualifying for international competition (2010 – 2011)
- ▶ **Clubs:** Regents' and Chancellor's Scholars Association member – Historian Committee 2011-2012, 2013-2014; Association of Women in EE & CS – Historian 2014-2015; Phi Sigma Rho Beta Class – Historian 2014-2015 – Sorority for women in STEM

Experience

Web Assistant

May 2014 - present

UC Berkeley Office of 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.

Locket Lab Intern

December 2013 – January 2014

Locket, Inc. (San Francisco, CA)

- ▶ Responsible for front-end web development for advertising. Produced cross-browser and mobile-compatible webpages, targeted toward attracting potential advertisers, from image mockups using HTML, CSS, & JQuery.

Other Experience

- ▶ **UC Berkeley EECS Research Assistant** (October 2014 – current): Working with two EE/CS graduate students and the EE 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. Report of findings will be completed spring 2015.
- ▶ **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.

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

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

December 2013 – present

- ▶ 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.

Zenblr – web app

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 using HTML, CSS, and Javascript. (No longer in development.)

Berkeley Resources Page (<http://berkeleyresources.me>)

July 2013 - present

- ▶ Personal project to compile a well-organized page of all online resources available to UC Berkeley students, with about a thousand hits per month. Updated approximately bimonthly.

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

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>) – 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.