Weilue Luo

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Education

University College London Computer Science (Distinction - avg. 85%)   *London, UK*   *Sep. 2021 - Sep. 2022*
- **Relevant Modules** Networked Systems, Machine Learning for Visual Computing, Image Processing, Machine Vision, Computer Graphics, Perception and Interface, Robot Vision and Navigation, and Virtual Environment.

University of Manchester Computer Science (Distinction - avg. 83%)   *Manchester, UK*   *Sep. 2018 - Sep. 2021*
- **Relevant Modules** Mathematics, Operating System, Algorithms and Complexity, Databases, Logic and Modelling, Software Engineering, Imperative Programming, Object-oriented Programming, Machine Learning and Optimization, AI and Games, Computer Vision, Graphics and Image Processing, Distributed Computing, Mobile System, and Cryptography.

Bellerbys College Computing (1ST in cohort - avg. 84%)   *Brighton, UK*   *Jan. 2018 - Jun. 2018*
- **Relevant Modules** Decision & Pure Maths, Databases, Programming & Code, Web Design, and System Analysis.

Experience

Cisco - Defense Orchestrator Software Engineer   *Oct. 2022 - Current*
- Developed and maintained a cloud-based device manager that facilitates management of security policies in highly distributed environments to achieve eventual consistency.

Amazon - Alexa Software Engineer Internship   *Jun. 2021 - Sep. 2021*
- Built and embedded an experiment framework into the existing question-answering pipeline. Conducted experiments with 1% customer traffic, and presented a highly-rated proof-of-concept report.
- Developed an efficient workflow for future experiments, and reduced experiment deployment time needed from days to hours.
- Received full-time offer.

Amazon - Item Safety Software Engineer Internship   *Jun. 2020 - Sep. 2020*
- Developed procedures that aggregate ≈3 billion item records into concise datasets daily using tools based on Spark. Built an effective modern visualization dashboard with these datasets using Elastic Search and Kibana.
- Developed an API package for automating the creation of visualization components and dashboards.
- Received full-time offer.

Events

University of Manchester Software Engineer Mentor   *Oct. 2022 - Nov. 2022*
- Mentored a group of 8 second year undergraduate students as they contribute to a open source project. Received positive feedback.

NoGhost Machine Learning Data Engineer   *Jun. 2022 - Sep. 2022*
- Built multi-processing data pipeline, improved and implemented state-of-the-art machine learning papers.
- Part of Masterś degree project at UCL, condensed a thesis which highly-rated by engineers and professors.

Selected Projects

Personal Website HTML/CSS, Typescript, and GLSL   *Sep. 2021 - Present*
- Implemented features: (1) RSS feed backed by CORS proxy server deployed with AWS Lambda. (2) Automated integration using Github Actions. (3) 3D landing page built with ThreeJs and custom shaders. (4) Modern, responsive, mobile-friendly CSS. (5) Search engine optimzation.

Collaborate Live HTML/CSS, and Javascript   *Jan. 2019 - Mar. 2019*
- Led 7 students to build a web application for a code-based interview. Features include real-time coding, drawing, compliation and terminal.
- Awarded 1ST place in most appealing idea and highest technical quality prize (2/4 prizes) out of 37 teams.

First Person Virtual Reality Game - Bouncing Ray C#   *Mar. 2022 - Apr. 2022*
- Led a team of 4 to build a first person Virtual Reality game based on the ubiq framework and Unity.
- Developed componenets includes: event system, character movement mechanism, interact mechanisms, and network synchronization.

Image Downloader Python   *Jun. 2019 - Aug. 2019*
- Designed and implemented an API supports login, multithreading downloading, parsing and filter images, along with a graphical user interface.

Skills

Programming	(>10k lines) Java, Python, HTML/CSS, Typescript/Javscript; (>2k lines) C#, Matlab, C, GLSL.
Tech Stack	React, ThreeJs, NextJs, SASS/SCSS, SQL, GraphQL, NodeJs, Jenkins, Map Reduce, Spark.
Environment	Git, CR, CI/CD, AWS, Scrum, agile, Markdown, linux/windows, latex, VSCode, Jetbrains'.
Language	(native) Chinese and Cantonese; (fluent) English; (beginner) Japanese.

November 19, 2022   Weilue Luo · CV   https://github.com/Redcxx/cv