

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 SOFTWARE ENGINEER - JAVA

Oct. 2022 - Current

- Facilitates security policies management in highly distributed environments across cisco network devices.
- Integrates multiple external services/applications in cloud-native environments such as AWS and Azure.

Amazon SOFTWARE ENGINEER INTERNSHIP - JAVA

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 SOFTWARE ENGINEER INTERNSHIP - JAVA

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 - PYTHON

Jun. 2022 - Sep. 2022

- Built multi-processing data pipeline, improved and implemented state-of-the-art machine learning papers.
- Part of Master's degree project at UCL, condensed a thesis received distinction grade, rated by engineers and professors from UCL.

Java Community Process ASSOCIATE MEMBER

Mar. 2023 - Current

- Participate as a Contributor to JSR and enhance Java knowledge.

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 optimization.

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, compilation and terminal.
- Awarded 1st place in most appealing idea and highest technical quality prize (2/4 prizes) out of 37 teams.

Poisson Image Editing SOLE DEVELOPER - PYTHON

Dec. 2021 - Jan. 2022

- Implemented the Poisson Image Editing paper. Including techniques such as naive filling; import & mixing gradient; texture flattening, colour isolation & illumination. The project can be found at <https://github.com/Redcxx/poisson-image-editing>.



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📁📁📁 ReactJs📁ThreeJs📁NextJs📁SASS/SCSS📁Spring📁GraphQL📁OpenAPI📁NodeJs📁Jenkins📁
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