Weilue Luo

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Education

University College London *London, UK*
COMPUTER SCIENCE (DISTINCTION - AVG. 85%) *Sep. 2021 - Sep. 2022*

University of Manchester *Manchester, UK*
COMPUTER SCIENCE (DISTINCTION - AVG. 83%) *Sep. 2018 - Sep. 2021*

Bellerbys College *Brighton, UK*
FOUNDATION - COMPUTING (1ST IN COHORT - AVG. 84%) *Jan. 2018 - Jun. 2018*

Skills

Programming (>10k lines) Java, Python, HTML/CSS, Typescript/Javscript; (>2k lines) C#, Matlab, C, GLSL.
Tech Stack Java 8 Stream, Map Reduce, Spark, ReactJs, ThreeJs, NextJs, SASS/SCSS, Pytorch, Numpy, Matplotlib, NodeJs.
Environment Git, CR, AWS, Scrum, Markdown, Unix, latex, VSCode, Jetbrains'.
Language (native) Chinese and Cantonese; (fluent) English; (beginner) Japanese.

Experience

NoGhost MACHINE LEARNING ENGINEER - PYTHON *Jun. 2022 - Sep. 2022*
- Part of Masterś degree project at UCL, condensed a thesis which highly-rated by engineers and professors.
- Built multi-threaded machine learning data pipeline from scratch, improved and implemented a number of state-of-the-art ML papers that aids artists' development process.

Amazon - Alexa 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 - Item Safety 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.

Selected Projects

Personal Website HTML/CSS, TYPESCRIPT, AND GLSL *Jun. 2020 - Present*
- Written pages using reactJs, nextJs, threeJs, sass, postcss, pugJs and WebGL.
- Deployed an CORS proxy server for RSS feeds using AWS Lambda.
- Automated integration using Github Actions.

First Person Virtual Reality Game - Bouncing Ray C# *Mar. 2022 - Apr. 2022*
- Lead a team of 4 to build a first person Virtual Reality game based on the ubiq framework (*https://github.com/UCL-VR/ubiq*).

Collaborate Live HTML/CSS, AND JAVASCRIPT *Jan. 2019 - Mar. 2019*
- Led a team of 7 students to build a web application for a code-based interview.
- Awarded 1st place in most appealing idea and highest technical quality prize out of 37 teams.

Map Reduce Utilities JAVA *Feb. 2020 - Mar. 2020*
- Developed programs for performing common tasks such as computing tfidf for large document database using Apache Hadoopś Map Reduce.

MP3 Music Player & Flight Management System JAVA *Mar. 2019 - Jun. 2019*
- A MP3 player with GUI and custom database, supports functionalities such as play, pause, restart, and upload custom songs.
- A flight management system with GUI and custom database, supports functionalities such as booking, reschedule, cancel and swap flights.
- One of three students who managed to complete this coursework over last 20 years.

Propositional Logic Utilities JAVA *Oct. 2019 - Nov. 2019*
- A tool for parsing and manipulating propositional logic formulas, supports conversion to normal forms, push negations, tautology and contradiction checks and truth table generation. The project can be found at https://github.com/Redcxx/PropositionalLogicUtils.

Image Downloader PYTHON *Jun. 2019 - Aug. 2019*
- Designed and implemented an API supports automatic login, multithreading downloading, various format parsing and filter images, along with a graphical user interface. The project can be found at *https://github.com/Redcxx/Pikax*.