

Maxwell Lo

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EDUCATION

- University of California, Berkeley** **Aug 2021 - Dec 2023**
B.S. Electrical Engineering and Computer Science | GPA: 3.5/4.0
- City College of San Francisco** **Aug 2019 - May 2021**
Undergraduate coursework | GPA: 4.0/4.0

TECHNICAL SKILLS

Programming Languages: Java, Python, Javascript/Typescript, HTML/CSS
Frameworks and Tools: Spring, Android, Django, React, TailwindCSS, Next.js, Git, SQL

WORK & LEADERSHIP EXPERIENCE

- Software Development Intern** | Beecoming | Berkeley, CA **May 2022 - Aug 2022**
Data-driven platform offering personalized resources and information to help students navigate studying abroad.
- Developed microservices in Javascript, exposing REST APIs to query information on prospective colleges.
 - Collaborated with other interns to conduct market research and design new product features, including a feature to personalize college and course selections based on user preferences.
 - Implemented automated Python scripts to minimize excess data stored in AWS S3 buckets.
- Lead Computing Services Officer** | Eta Kappa Nu (EECS Honor Society) | Berkeley, CA **Jan 2022 - Dec 2023**
- Utilized Ruby and Python (Django) to improve course survey data readability for students and faculty.
 - Leveraged GitHub for issue tracking and peer collaboration, enhancing workflow efficiency.
 - Provided administrative support for 100+ user accounts each semester, ensuring secure access to organizational systems and platforms.
- Software Intern** | Topology Eyewear | San Francisco, CA **Jun 2019 - Aug 2019**
- Analyzed company order data using PostgreSQL to create visual dashboards, tracking fulfillment rates and identifying bottlenecks in order processing.
 - Revamped internal software to automate data transfer processes, simplifying workflows for employees.
 - Coordinated user testing sessions for a prototype iOS app to evaluate customer experience and ease of use.

PROJECTS

- React Webapp** | <https://react-virtual-garden.vercel.app> **2024**
- Designed and developed an interactive browser-based garden simulator using React, Typescript, and Nextjs.
 - Implemented a JSON-based modular item system, leveraging asynchronous data fetching and custom React hooks to optimize performance.
- Android Word Game** | <https://github.com/lo-maxwell/PangramsGame> **2023**
- Designed and implemented a word puzzle game in Java using Android Studio, incorporating a NoSQL database for local file storage.
 - Utilized Git and Github for version control and conducted manual testing on various Android devices.