

# Monica Luo

Computer Scientist & Software Developer

Canada  
(519) 590-0299  
lalaphoon.me  
m22luo@edu.uwaterloo.ca

## EDUCATION

### University of Waterloo, Canada

#### *Bachelor of Computer Science, Software Engineering Option, Honours*

Jan 2013 - Aug 2017

- Minor in Fine Arts Studio from the Faculty of Arts
- Lab Assistant at Women in Computer Science outreach events
- Student Success Office Leader at Year 2015 Orientation Week

## EXPERIENCE

### **ZeMind Game Studio, Toronto** – *iOS mobile developer*

Sep 2017 - Present

- Developing an mobile app on Android and iOS using Unity. Designed view relationship for all functionality.
- Responsible for UI components and transition implementation.

### **WTC Tax Consulting, Toronto** – *Part-time Mobile Application Developer*

Jun 2016 - Feb 2017

- Full-stack development on Xcode 7.2 iOS 9.2 tax-calculating mobile app.
- Designed UI/UX in Sketch and Adobe Photoshop
- Be able to write independent models for each functionality. Used Strategy design pattern for provincial tax calculation. Created independent UI widgets model to let the UI implementation was fully done by script.
- Used hash table and ordered dictionary for quick search tax calculation formula. Let user be able to search a particular formula either by the name or the type.
- Used Charts (a third party API) to illustration the proportion of total income and tax.

### **Real Programming 4 Kids, Waterloo** – *Computer Programming Instructor*

Sep 2015 - Aug 2016

- Experienced with Visual Studio and Android using C#, C++, Visual Basic and Java, taught students about concepts of coding development including OOP and game development cycle.
- Students were able to work independently after the class and willing to come back for future studies.

## PROJECTS - [View more details on lalaphoon.me](http://lalaphoon.me)

### **Moments Stories** – *iOS Mobile App (Available on App Store)*

A diary taking tool for recording daily life in different media such as texts, photos, audios and videos. Each diary is able to set up background color, background music and stickers. All diaries are sorted in a calendar.

### **A Small Town** – *A OpenGL & C++ Game (Gained Honorable Mention)*

A final project for the course CS488 Intro to Computer Graphics to illustrate a set of objectives including texture mapping, normal mapping, reflection, transparent, lens flare, particle system etc. No extra engine was used.

## AWARDS

UW Entrance  
President's  
Scholarship

## SKILLS

Mentorship  
Leadership  
Teamwork  
Project Management  
Communication  
Problem Solving  
Responsible  
Self-taught

## TECHNICAL SKILLS

GIT, OpenGL, UI/UX  
Design, Software  
Development, Junit,  
Unix tools, OOP,  
Maths, Stats,  
Debugging,  
Researching

## LANGUAGES

C/C++ ,Java , Python,  
Swift , Javascript,  
Html5, CSS3, Visual  
Basic, Shell Script,  
SQL, C#

## PLATFORMS

Linux , Windows,  
MacOS

## SOFTWARE

Android Studio, Xcode,  
Matlab, Photoshop,  
Illustrator, Sketch,  
Microsoft Office,  
Visual Studio, Unity