Justin Lo

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EDUCATION

University of Michigan — Ann Arbor, Michigan
Bachelor of Science in Computer Science – GPA: 3.4 — *Aug. 2022 – Current*
- **Awards**: LSA Renewable Merit Scholarship ($80k)

EXPERIENCE

CGI — Toronto, ON
Foreign Exchange Developer Intern — *May 2023 - Aug 2023*
- **Java**: Implemented polymorphism, refactored source code of foreign exchange solutions (WebFX) for major N.American banks from Java 9 to 11 using spring-beans framework.
- **SQL**: Fixed SQL Injection vulnerabilities, created currency cross-trade queries and rigorous test cases with the QA team in Microsoft SQL Server Management Studio and JUnit.
- **CGI x Google's Annual Intern Hackathon**: Prototyped an internal code generation tool using Vertex AI and LangChain. Pitched to 600+ employees and SVPs. 2nd Place People's Choice Award & 3rd Place Judge's Award.

DebateGo — Toronto, ON
Full-Stack Developer Intern — *May 2020 - Jan 2021*
- **PHP & SQL**: Debate Class and Competition website, implemented back-end API's using PHP to handle customer data for class sign-up, purchases, and scheduling. Stylized front page with CSS.

PROJECTS

Timber Web Game-Engine Research Team — Ann Arbor, MI
Researcher with Prof. Austin Yarger — *Jan 2024 - Current*
- **Godot & Lua**: In our custom version of Godot, helped create an online RTS game engine for aspiring programmers inspired by MIT Scratch, in C# .Net Framework and Lua.
- **Google Protobufs**: Implemented Google protobufs to the Save and Lua User Scripting system for data serialization, reducing serializing size for our Amazon S3 cloud by 50% and redesigned cloud storage system for scale.

WolverineSoft Studio — Ann Arbor, MI
Programmer & QA Overseer — *Jan 2024 - Current*
- **Unity C#**: Published on Steam using Unity with 40+ teammates, created an Undertale case study in one-semester (1350+ commits). Implemented achievements, map instances, bug fixes, and game redesigns to all systems through rigorous QA playtest.

HACKATHONS

- **University of Michigan Hackathon - 1st Place Social Impact Award**: Awarded $1k in funding from optiMize, an UofM incubator, created SafeBlurr, a mobile app that anonymizes videos of protests. Used React-Native, Flask, OpenCV, Mediapipe, and Python.
- **University of Michigan Thanksgiving Game Jam - 2nd Place**: Led a team of 4 to create a 2D bullet-hell game using Unity within 48hrs. Designed a custom code base using polymorphism, inheritance classes, GUI-responsive design.
- **Carnegie Mellon's PICOctf Cybersecurity Competition - 5th Place Nationals**: Placed 5th in Nationals (Canada) and 17th in Internationals.

PROGRAMMING SKILLS

- **Languages**: C#, C++, Python, SQL, Java   **Technologies**: Jira, Bitbucket, Unity, Godot