

Loren Yu

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ACADEMIC EXPERIENCE

DEGREES EARNED (GPA OUT OF 4.3)

B.S. in Computer Science (GPA: 4.142)	(June 2008)
B.S. in Mathematics (GPA: 4.122)	(June 2008)
M.S. in Computer Science – Human-Computer Interaction (GPA: 4.100)	(expected June 2009)

AWARDS & RECOGNITIONS

2009

Siebel Scholar

Each year, five engineering grad students are nominated and then selected as Siebel Scholars on the basis of outstanding academic performance and demonstrated qualities of leadership. www.siebelscholars.com.

2008 **Frederick E. Terman Award for Scholastic Achievement in Engineering**

Presented to top 5% percent of each year's engineering seniors for overall academic performance.

2008 **Computing Research Association Outstanding Undergraduate Award Honorable Mention**

Recognizes students who show outstanding research potential in an area of computing research.

2007-present

Tau Beta Pi Officer

Tau Beta Pi is an engineering honor society accepting the top 1/8 juniors and 1/5 seniors in engineering. <http://tbp.stanford.edu>.

2004-2005

President's Award for Academic Excellence

An academic honor that is awarded to the top 3.6% of the freshman class.

2004

Valedictorian and Cum Laude, Flintridge Preparatory School La Cañada, CA

COMPUTER SCIENCE

Systems & Security – operating systems, compilers, databases, desktop security, web and network security

Theory – algorithms, complexity theory, programming languages, linear programming

Applications – human-computer interaction design, graphics, computer vision

Programming Languages – C/C++, Java, C#, Lisp, JavaScript, Python, PHP, SQL

ART AND DESIGN

Visual design – Drawing and painting as a hobby (see <http://bboyfenix17.deviantart.com/gallery/>).

Currently enrolled in a class on visual design fundamentals at Stanford University

Physical prototyping skills – experience with manufacturing processes include milling, turning, sand casting

Games – Developed Rubik's Tanks, a tank battle game played on the surface of a Rubik's Cube. Players can turn the cube to maneuver around the faces of the cube as they collect items and battle each other. The game was a finalist in the Fall 2008 Stanford CS248 graphics class videogame competition.

WORK EXPERIENCE

Summer 2008

Microsoft – PM in Experimentation Platform

Redmond, WA

Gathered user requirements and delivered specs for ExP platform features. <http://exp-platform.com>.

Summer 2006

Microsoft – Dev in Windows Presentation Foundation

Redmond, WA

Developed a Windows Presentation Foundation application to facilitate plans for the next version of the API.

Summer 2005

National Center for High Performance Computing

Hsinchu, Taiwan

Implemented motion estimation algorithms for H.264 video compression in video conferencing applications.

RESEARCH EXPERIENCE

Summer 2007

Stanford HCI Lab

Stanford, CA

Second author on a paper published in UIST 2008 on Juxtapose, a code editor and runtime environment for designing multiple alternatives of both application logic and interface parameters. The paper won the Best Student Paper award. <http://hci.stanford.edu/research/juxtapose/>

Winter 2006-2007

Stanford AI Lab

Stanford, CA

Developed a program for the DARPA Grand Challenge to extract road information from a car's sensors.

REFERENCES

Jerry Cain
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Department of Computer Science, Stanford University

Björn Hartmann
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PhD Candidate
Department of Computer Science, Stanford University