ANDREW MAO

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TECHNICAL SKILLS

- **Languages/Frameworks**: Python, C++, C#. JavaScript, Typescript, Java, React, R, HTML, CSS, Racket
- **Developer Tools**: Ubuntu, Platform.io, Bazel, Git, Unity, Firebase, Redis, Protocol Buffers
- **Design Programs**: Inventor, Fusion 360, Cura, Fritzing

PROJECTS

Slack Off - *TypeScript, Python, OpenAI API*
- Developed an educational web app leveraging GPT3.5-Turbo to analyze PDF-based lecture slides by generating notes, explaining key points, and building practice material through personalized study plans during nwHacks 2024.
- Implemented responsive frontend UI using React and file upload features with HTTP protocols for Python-Flask backend.
- Facilitated app deployment via Ubuntu 22.04 server using NGINX, Gunicorn, and systemd, to support internet access.

Soccer Bots - *HTML, CSS, JavaScript, C++*
- Designed a full-stack web app for self-developed remote-controlled ESP32 microcontroller robots to joust and play soccer.
- Optimized preexisting latency issues of the standard Arduino IOT framework using WebSocket protocols for concurrent bidirectional communication resulting in improved robot dynamics.
- Claimed **2nd place** in a course tournament and adopted by the department as a model for future coursework.

Tongue Tied Tale - *Unity Game Engine, C#*
- Directed a team of 12 over 96 hours to design a 2D chameleon-themed Metroidvania for the 2024 "Built to Scale" Game Maker's Toolkit game development competition.
- Implemented core gameplay features such as grappling mechanics, mass-reliant physics, and cutscene management using the C# MonoBehaviour-based scripting, Unity Scene Editor, and Cinemachine.
- Ranked top **25%** amongst **32 500** participants in the largest game jam in Itch.io history (2024).

EXPERIENCE

UBC ThunderBots Software Developer
UBC ThunderBots, Vancouver, BC   *September 2023 – Present*
- Roster member in UBC's multidisciplinary student team to design autonomous soccer robots for worldwide RoboCup competitions (~3000 participants). Ranked **2nd in RoboCup** 2024 SSL Division B as Grand Finalists.
- Developed network diagnostics tool for measuring round-trip time using C++ and Protocol Buffers to investigate high latency issues during gameplay resulting in the discovery of critical bugs.
- Designed an overlay for the gameplay simulation engine using Python/PyQt to visualize previous robot positions and allow for detailed analysis/debugging of motion-based changes.
- Overhauled defensive gameplay and implemented Enemy Free Kick defensive response using state machines to allow for new active ball acquisition tactics and significant reductions to acquired fouls during competition.
- Enforced systematic software design through PyTests and C++ tests powered by Bazel to ensure robust coding practices.

Neurology Laboratory Assistant
The University of British Columbia, Vancouver, BC   *June 2022 – June 2023*
- A volunteer for Djavad Mowafaghian Centre for Brain Health Cashman Labs, assisting experiments and research on neurodegenerative diseases such as ALS and protein misfolding.
- Prepared solutions such as Tris Buffered Saline and blocking buffers for spinal nerve tissue analysis.
- Performed lab upkeep through chemical inventory checks, managing logistics of research samples, waste disposal, and sterilization of lab equipment to ensure streamlined operations.
- Collated, cross-referenced, and digitalized physical data from archived research samples using Excel to update lab database.

EDUCATION

Bachelor of Science, Computer Science   Expected Grad: May 2027
University of British Columbia, Vancouver, BC   (Current GPA: 4.33/4.33

UBC Science Co-op