

Raymond Cao

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Summary

- **Interests:** Open Source, Web Development, Digital Privacy, Accessibility, Design, Computer Science
- **Keywords:** Discoverer, Organizer, Communicator, Creative, Proactive; Myers-Briggs Type: INFJ

Education

Brown University, Providence, RI | 09/2017–05/2021

Computer Science Concentration (Sc.B.); Class of 2021

- Courses in artificial intelligence, deep learning, data science, computer vision, algorithms
- Significant experience in Java, JavaScript (ES6+), Python 3, C; Basic proficiency in PHP, C#, and R

Experience / Projects

Everlaw, Oakland, CA | Senior Fullstack Software Engineer | 07/2021–to date

- Worked on various fullstack projects throughout Everlaw's platform
- Shaped initial coding standards and API for design system, implemented robust and composable popover components for design system
- Lead an initiative to support and expand automated feature testing in the engineering department
- Championed web accessibility best practices (WCAG 2.0 Level A and AA) through documentation, accessibility review, team presentations

DataRobot, Columbus, OH | Summer engineering Intern | 05–08/2019, 06–09/2020

- Worked in Explainable AI team
- Reimplemented AngularJS and D3 chart component using React.js and React Hooks
- Integrated UI with Shapley value-based feature impact API, internal PNG export service for D3 charts
- Completed full stack projects for adding explainability support for multiclass models

Buckeye Innovation, New Albany, OH | Summer developer Intern | 06–08/2017, 06–08/2018

- Designed, built, and deployed an internal time-tracking web application for client billing (2017)
- Worked on client projects and revamped time-tracking web app for much better performance (2018)
 - React.js and Bootstrap for user interface and Laravel with Postgres for the server, integrated project management functionality with a Phabricator instance
 - Built data visualization for sprint planning
 - PHP framework Laravel; designed and implemented REST-compliant APIs within PHP app
 - Laravel database migrations, models, and controllers. ECMAScript 6 (ES6)

Brown Political Review (brownpoliticalreview.org), Providence, RI | Lead Web Dev | 09/2018–05/2021

- Led development of redesigned WordPress website for student publication website
- Worked closely with magazine board and designers and improved loading performance by 10 times
- How: Bootstrap, jQuery, SCSS. Created custom WordPress themes using Advanced Custom Fields, custom shortcodes, Bootstrap (as well as CSS, Less, SCSS), Gravity Forms

Unity/C#: Developed a 2D dungeon crawling game in Unity using C#; collaborated with students from Rhode Island School of Design and Berklee College of Music; focused on enemy movement/spawning and item drop system; worked with designers to integrate graphic and sound assets with game engine

Skills/Activities

Teaching/Training:

- Lead Instructor on intro computer science classes for middle schoolers through Google IgniteCS
- Teaching Assistant at Brown University teaching bash, git, regex, Python Flask