Harman Hans

Recent graduate with focus in Java, JavaScript, and Python

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Experience

Box Score Web Scraper
- Built frontend website to list calculated valuations of NBA player stat lines, REACT JS is employed to recycle HTML5/CSS elements
- Developed Python web scraper to convert box scores of around 1200 NBA games, into over 10,000 individual data points for 514 players stored as JSON documents on MongoDB Atlas
- Wrote YAML file to enable Github Actions to automatically scrape games played the previous night
- Set up routing of backend through Express JS and ran backend with Node JS

Twitch Bot
- Wrote bot that automatically interacts with members of chat
- Responds to commands prompted by viewers - such as replying with links
- Allows mods and streamers to make live modifications to commands through chat

harmanhans.github.io
- Personal website designed with HTML, CSS, and JS
- Designed to be responsive to varying screen sizes, contains loading animations, and a reactive navigation bar based on location

Programmer, Turn the Bus
- Designed and implemented abandoned website aiming to provide educational lectures to students in India with unstable internet connections
- Collaborated with team members, previous developers, and owners of project through Slack to troubleshoot, for example, explained to group members how pre-existing AWS pipeline interacted with JavaScript backend of website hosting YouTube videos

Pokemon Battle Game Website
- Developed fully-interactable webgame using JavaScript, allowing users to battle and capture pokemon to their decks
- Made requests to AJAX to populate data and sprite of user selected pokemon on screen
- Used DOM Manipulation to dynamically change website, such as hiding buttons for pokemon with less moves and revealing specific buffs to pokemon only when they are in play

Huffman Compressor
- Implemented tree with Huffman code structure in Java using priority queues to compress large text files by using less bits for frequently used characters
- Wrote code to translate encoded files back to readable characters

Education

University of Washington

Majored in Geography: Data Science. Minor in Diversity.

Relevant Courses
Computer Programming I & II, Data Structures & Algorithms, Intro to Machine Learning, Web Programming, GIS Database & Programming

Skills

Languages
Java, JavaScript, Python, R, HTML, CSS, YAML

Tools, Frameworks, Platforms
React, Express, MongoDB, Node, Git, Github, Render, AWS, AJAX

Other Projects

Basketball Statline Predictor
machine learning algorithm in Python, taking relevant subsets from 15,000+ individual player statlines to predict future performance

Image Processing
developed seam carvings of images in Java, allowing them to be resized through deleting irrelevant parts of image