

HARRY VANCAO

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EDUCATION

UNIVERSITY OF MARYLAND

Bachelor of Science,
Computer Engineering
2014 - 2018 | College Park, MD
Business Analytics
University Honors
GPA: 3.805/4.0

PROFILE

LinkedIn: in/HarryVanco
GitHub: /HarryVanco
Devpost: /HarryVanco

SKILLS

LANGUAGE:

Java | C | C# | MATLAB | Visual
Basic | Python | HTML | JavaScript
| Unix | LaTeX

HARDWARE:

Arduino | Verilog | Circuit Design
& Analysis

OTHER:

Signal Processing | Linear Algebra |
Statistics | MakerBot | Rapid
Prototyping

HONORS

Sonal and Ashish Deshpande
endowed scholarship, 2015 - 2016
Dean's list, 2014 - 2016

EXTRACURRICULARS

Terrapin Hackers, 2014 - 2016
Chinese Student Association, 2015 -
2016
Golden Key International Honor
Society 2015 - 2016

PROFESSIONAL EXPERIENCE

Research Intern | Makeability Lab

College Park, MD | May 2016 - August 2016

- Implemented novel technologies for project HandSight, a system intended to improve accessibility of digital information to the visually impaired.
- Utilized a suite of image processing techniques in order to accentuate hidden features in hyperspectral images for machine learning classification.
- Explored optical flow with images transferred by an optical fiber and gradient index lenses using Arduino and C#.

Undergraduate Teaching Fellow | University of Maryland ECE Department

College Park, MD | September 2016 - December 2016

- Led weekly recitation sessions comprising of 12 students for the course ENEE150: Intermediate programming concepts for engineers.
- Worked closely with the professor to develop and grade course materials including exams, homework and projects in the C programming language.

Stocker and Cashier | Vaccaro's Italian Pastry Shop

Baltimore, MD | May 2016 - August 2016

- Ensured a quality experience for all customers with both service and products to facilitate strong customer-business relationships.

PROJECTS & HACKATHONS

Polling | Laboratory for Physical Sciences (2015)

- Co-authored white paper report on crowd-sourcing sensor data from mobile devices for the purpose of detecting events which affects public security.
- Developed an iOS application to test the reliability of a peer-to-peer networking scheme.

Connect Wear | Bitcamp 2016

- A wearable electronics gaming platform intended for kids and to encourage physical play with electronics. Developed with hardware modularity in mind.
- Designed and implemented all of the necessary circuits and hardware.

FreeMe | Bitcamp 2015

- A mobile application that facilitates event and meetup planning by allowing users to broadcast their availability to a close group of friends.
- Assisted in developing the front end of the application as well as designing the overall user interface of the application.

Pulse | HopHacks 2015

- A pulse visualization tool that allows users to track and visualize their heartbeat and heartrate
- Programmed with Arduino microcontrollers and on site hardware