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/HarryVancao
GitHub: /HarryVancao
Devpost: /HarryVancao

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
- Leveraged image processing techniques 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 create 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 products and service to facilitate strong community-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

- Introduced a wearable gaming platform for kids to encourage physical and competitive play
- Designed and implemented all of the necessary hardware

FreeMe | Bitcamp 2015

- Addressed the difficulties of event planning with an application that broadcasts a user's availability to a close circle of friends
- Assisted in front end development of the application and overall user interface design

Pulse | HopHacks 2015

- Prepared a pulse visualization tool that allows users to track their heartbeat
- Programmed with Arduino microcontrollers and on-site sensors