Guanyu (Henry) Hao

312-792-4198 | haog@oregonstate.edu | San Francisco, CA | LINKEDIN

EDUCATION

Oregon State University   **Corvallis, OR**
MS.c in Electrical and Computer Engineering | Major GPA: 3.78/4.00   *Sep 2021 – Jun 2024*
- Scholarship: 2023 and 2024 Engineering College Scholarship

Shenyang Agriculture University   **Shenyang, Liaoning, China**
BS.c in Civil Engineering | Major GPA: 3.68/4.00   *Sep 2016 – June 2020*
- Scholarship: Three-time recipient of 1st class scholarship, to award top 5% of academic performance

TECHNICAL & BUSINESS SKILLS

- **Tools languages:** Python, Java, C#, JavaScript, HTML, CSS, Vue3, React, Swift, Go, Flask, MySQL, SQLAlchemy, PyTorch, Numpy, Scikit-learn, Pandas, MS Office (EXCEL, Outlook, Visio)
- **Technical Skills:** SDLC (Agile and Water fall), Fit/Gap analysis, Front-end / Back-end development skills, database design and management, system architecture design, machine learning model training and deployment, AI-based system integration, performance optimization and testing, deployment & operation and maintenance, version control
- **Language:** English and Chinese

PROFESIONAL EXPERIENCE

LinkWuo   **Remote**
Software Development Engineer   *August 2024- Present*
- Designed and implemented "Verify and Mentor Center" modules, enabling multi-identity registration and mentor profile management, including course catalog, schedules, and landing pages, increasing user registration efficiency by 25%
- Developed "MyCalendar" and "Mentor List & Detail" features, allowing users to manage class schedules, view mentor profiles, and book sessions, enhancing scheduling accuracy by 30% and mentor discovery by 20%
- Enhanced Student Center and MyCourse functionalities for managing booked sessions, supporting cancellation, rescheduling, and reporting, streamlining course management processes for both students and mentors
- Optimized backend APIs and database queries with **RESTful services** and **MySQL**, reducing data latency by 15% and achieving a 95% on-time project delivery rate
- Debugged critical issues in email verification and third-party login (Google/Microsoft), ensuring system reliability and stability

Yofagames   **Remote**
Software Development & Technical Artist   *May 2023 – July 2024*
- Improved Unity game performance by 40% using **Entity Component System (ECS)** and engineered 3C components (character controls, camera systems, etc.) for fluid character controls and responsive interaction
- Created skeleton-based animations and dynamic visual effects (e.g., skill effects, weather systems) using **Spine**, Unity's VFX Graph, and custom shaders, boosting production efficiency by 30%
- Implemented scalable game architecture using design patterns (singletons, factories, MVC, delegates, and coroutines), reducing development complexity and ensuring flexibility for future updates
- Streamlined project workflows by applying Agile methodologies and coordinating with **GitHub Flow** and **AWS S3**, enhancing team collaboration by 20% and reducing feature delivery time by 15%

OneHeartGames   **Remote**
Software Development Engineer   *Sep 2022 – Mar 2023*
- Developed modular UI components for a script-based mystery game using **React** and **TypeScript**, improving responsiveness by 25% and reducing iteration time by 30%
- Integrated **RESTful APIs** with backend teams, ensuring seamless data flow and reducing API error rates by 15%
- Conducted functional testing and debugging, achieving 98% cross-platform compatibility for a smooth user experience
- Authored and maintained technical documentation, including development guidelines and module usage instructions, streamlining onboarding processes for future developers

PROJECT EXPERIENCE

Travel Planning App (Sophora)   *Mar 2022 – Sep 2023*
- Launched a travel planning app with 1,000+ downloads, offering personalized itineraries and seamless solutions for accommodations, transportation, and entertainment
- Built **API endpoints** with **Flask** and a **MySQL** database, optimizing travel plan processing
- Delivered a highly-rated iOS app in **Swift**, featuring intuitive design and multilingual itinerary translation
- Enhanced user satisfaction by 35% with integrations, Such as like **ChatGPT** and **iFlytek** for intelligent planning, real-time Q&A, voice translation, and speech recognition