

# Andrew Chao

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Computer Science and Statistics senior at University of Illinois Urbana-Champaign  
interested in big data, algorithms, and solving real-world problems.

## Education

### University of Illinois at Urbana-Champaign

B.S. in Computer Science and Statistics (May 2022)

**Relevant Coursework:** Introduction to Data Structures and Algorithms, Algorithms & Models of Computation, Data Structures, Database Systems, Programming Languages & Compilers, Interactive Computer Graphics, Artificial Intelligence, Statistics and Probability, Statistical Computing.

## Technical Skills

**Fluent in:** Python, Java, C++, HTML, CSS, Git, Jupyter, Object Oriented Design, LaTeX

**Also familiar with:** Swift, Bash & Linux Environment, C#, ASP.NET Core, SQL, MongoDB, Neo4j, React, R, Flutter, Dart, Assembly, AWS, Haskell

## Experience

### Software Engineering Intern

Jetstream Media

May 2020 - Aug 2020  
Chicago, IL

- Implemented a prediction model prototype with health insurance claims data to anticipate future member total lifetime value (TLV) using Python ML libraries.
- Assessed the effectiveness of the model using 2018-2019 data, confirming highly accurate results.

### Software Developer Intern

Brunswick Corporation

Nov 2018 - Aug 2019  
Champaign, IL

- Worked with a small team to design, implement, and test an iOS proof of concept app using Swift. The app is similar to Airbnb, but for renting boats from individual boat owners.
- Worked with external API's cloud database storage solution.
- Presented this application to C-level executives who signed-off on building a full-fledged product based on this proof of concept.

### Web Development Intern

DreamHire.io

May 2018 - Aug 2018  
San Francisco, CA

- Implemented several 3rd party APIs, including Slack and Calendly, to improve user site personalization.
- Used C#, ASP.NET Core, HTML & CSS, Twitter Bootstrap, and Knockout.js.

## Other Projects

### Game Development Project (2021)

- Designed 2D side-scrolling puzzle platformer using C# in Unity.
- Developed gameplay system by implementing a 2D physics engine and integrating game mechanics,
- Integrated design and created unique menu and level UI elements.

### Sandia National Laboratory Hackerrank Challenge (2019)

- Won 1st place at Sandia National Laboratory Hackerrank challenge.
- Our team of 4 solved the most challenge prompts under a given time period.

### RateMate (2020)

- Aggregated data from multiple sources to enhance the college student registration process for University of Illinois at Urbana Champaign.
- Created an operational website and backend using React, MySQL, and Python.

### Hackathons

- Participated in 4 hackathons on campus.
- HackIllinois (2019, 2020), AGCO Acceleration Hackathon (2019, 2020).