

# Anderson Hsiao

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## Education

### University of Massachusetts Amherst

Amherst, MA

B.S. COMPUTER SCIENCE, B.S. MATHEMATICS

September 2021 - May 2025

- **GPA:** 4.00/4.00
- **Relevant Coursework:** Programming Methodology, Reasoning Under Uncertainty, Programming with Data Structures, Data Science for Good, Linear Algebra, Ordinary Differential Equations, Multivariate Calculus

## Technical Skills

Languages: Python, Java, JavaScript, C, SQL, HTML/CSS

Tools: Visual Studio Code, Git/GitHub, AWS (EC2, S3)

## Projects

### BiasAware

[HTTPS://GITHUB.COM/ATHARVAKALE343/BIASAWARE](https://github.com/ATHARVAKALE343/BIASAWARE)

Nov 2021 - Dec 2021

- Developed deep learning pipeline that detects if news articles are biased.
- Researched and summarized papers with similar objectives but different approaches.
- Learned about the process of creating a more complex machine learning algorithm and writing a report.

### pomodoro.py

[HTTPS://GITHUB.COM/ANDERSON-100/POMODORO.PY](https://github.com/Anderson-100/pomodoro.py)

Aug 2021 - present

- Python pomodoro timer used to keep track of working and break time while working or studying.
- Customizable time intervals and themes using command line arguments.
- Allows users to save custom settings for quick future access.

## Extracurricular Activities

### Society of Asian Scientists and Engineers

Amherst, MA

FRESHMAN REPRESENTATIVE

Sep 2021 - present

- Represent freshman class in club, and club at Joint Engineering Student Societies.
- Advocate for inclusion and empowerment of Asians and Asian Americans in STEM.
- Organize and advertise events for studying, networking, career development, and decompressing.
- Modify structure of club Discord server, improving engagement with general body members.
- Plan events for mentorship program, improving connections between upper and underclassmen.

### Andover Robotics Club (*FIRST* Tech Challenge)

Andover, MA

CO-TEAM LEADER (JUN 2020 - JUN 2021), MEMBER

Sep 2017 - Jun 2021

- Placed 6th at States (2021); participated in World Championships through lottery selection (2018).
- Won numerous awards with team, including Inspire Award and Collins Aerospace Innovate Award.
- Used CAD and 3D printing to rapidly prototype and improve robot hardware throughout season.
- Implemented AGILE-inspired methodology (Scrum, Kanban) for project management.
- Learned how to manage long-term projects, work in a team, and constantly improve on a product.

### Andover Youth Services

Andover, MA

VOLUNTEER

Sep 2019 - Aug 2021

- Taught two programming courses (Python and Java), a robotics course, and mentored two *FIRST* LEGO League teams.
- Used high school robotics experience to develop curricula and mentor students.
- Prepared students to design, build, and code for high school-level robotics.