

EVAN TAO

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EDUCATION

University of Pennsylvania
BS Computer Science *GPA: 3.44*

Philadelphia, PA
Sep 2014 - Jun 2018

Stuyvesant High School

New York, NY
Sep 2010 - Jun 2014

WORK

New York City Department of Education
Lead Computer Science Teacher

New York, NY
Sep 2019 - Present

- Founded and established the school's AP Computer Science A program (**Java**)
- Designed AP Computer Science Principles course (**Javascript**) culminating in a 10-hour programming performance task
- Developed elective course (**Python**) covering basic programming to advanced algorithms and data structures
- Achieved an outstanding 81% college readiness rate in AP Computer Science Principles in 2022, exceeding the NY average by 20%
- Won the AP Computer Science Female Diversity Award winner from 2019 to 2023 (more than 50% female exam takers)
- Selected by Collegeboard to score end-of-year AP Computer Science projects in 2020, 2023 and 2024
- Designed the computer science component of a 3-week Summer Bridge program for incoming high school freshmen
- Mentored 4 students for the Cornell University High School Programming Competition
- Organized tech talks for over 10 students at Google, Spotify and Infor offices

PROJECTS

Fantasy Olympics Game

github.com/evantao96/Fantasy-Olympics

- Created multiplayer fantasy Olympics game featuring a **Node.js** back-end, **Python**-based web-scraping and a **Vue.js** front-end
- Utilized a **MySQL database** to store 20,000 Olympic athlete entries
- Implemented username and password verification using **NoSQL database (DynamoDB)**
- Successfully deployed application to cloud environment with **Amazon AWS RDS** and **Elastic Beanstalk**

Spotify Quiz Generator

music-album-quiz.onrender.com/

- Built a fully-functional RESTful quiz application with **Ruby on Rails** back-end and integration of the Spotify API
- Established a **PostgreSQL database** to maintain user accounts persistently
- Designed a responsive front-end (**Javascript, HTML, CSS**) with more than 8 pages

NBA Player Network

github.com/evantao96/NBA-Player-Network

- Generated network of NBA players through **object-oriented programming** in **Java**
- Employed the **JSoup library** for web scraping, extracting 8 categories of player data from the Basketball Reference website

TECHNICAL SKILLS

Languages (Proficient): Java, Python, Ruby on Rails, SQL, Javascript

Languages (Prior Experience): HTML, CSS, C, Golang

Tools & Frameworks: Amazon AWS, PostgreSQL, NoSQL, Node.js, RESTful APIs, Heroku, Git