EVAN TAO

 $(929)\ 519-3390 \cdot evantao96@gmail.com \cdot evantao96.github.io \cdot github.com/evantao96 \cdot linkedin.com/in/evantao96$

EDUCATION

Relay Graduate School of Education

MA Adolescent Education Mathematics GPA: 3.26

Jul 2019 - Jun 2021

University of Pennsylvania

Philadelphia, PA Sep 2014 - Jun 2018

New York, NY

BS Computer Science GPA: 3.44

Hong Kong

Hong Kong University of Science and Technology

Jan 2018 - Jun 2018

Stuyvesant High School

New York, NY Sep 2010 - Jun 2014

Work

Central Park East High School

New York, NY

Lead Computer Science Teacher

Sep 2019 - Present

- Founded the school's AP Computer Science A program (Java) in 2023
- \bullet Achieved 81% college readiness scores in AP Computer Science Principles in 2022 (20% higher than NY average)
- AP Computer Science Female Diversity Award winner in 2019-2022 (more than 50% female exam takers)
- Scored end-of-year AP Computer Science projects for Collegeboard in 2020, 2023
- Designed CS component of 3-week Summer Bridge program for incoming high school freshmen
- Sent 4 students to compete at Cornell University High School Programming Competition
- Organized tech talks for 10+ students at Google, Spotify and Infor
- Served as faculty advisor of Coding Club and STEM Club

COMPUTER SCIENCE PROJECTS

Fantasy Olympics Game

github.com/evantao96/Fantasy-Olympics

- Developed multiplayer fantasy Olympics game with Node.js and MySQL database (AWS)
- Implemented username and password verification with NoSQL database (DynamoDB) and hash encryption
- Optimized application performance by 75% by indexing database entries

Music Album Quiz Generator

github.com/evantao96/Music-Album-Quiz

- Developed RESTful web application where users create music quizzes using Ruby on Rails and Spotify API
- Created SQLite relational database to preserve user accounts and quizzes even after the application is closed
- Used HTML, CSS and Javascript to design dynamic front-end with 6+ navigable pages

Computational Face Recognition Model

github.com/evantao 96/Face-Recognition

- Implemented physiologically plausible model of face recognition with Python 2D arrays, NumPy and SciPy
- Used SVC machine learning to classify 400+ face image dataset with 80% accuracy

NBA Network Visualization

github.com/evan-tao/NBA-Network-Analysis

- Generated network of NBA players across 2 seasons using Java HashMaps and LinkedLists
- Used JSoup to scrape 8 categories of player data from Basketball Reference website

TECHNICAL SKILLS

Languages (Proficient): Java, Python

Languages (Prior Experience): C, SQL, Matlab, Ruby on Rails, HTML/CSS, Javascript Tools & Frameworks: AWS, DynamoDB, SqLite, Node.js, Vue.js, Bootstrap, Git