EVAN TAO

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EDUCATION

Relay Graduate School of Education

MA Adolescent Education Mathematics GPA: 3.26

Jul 2019 - Jun 2021

University of Pennsylvania

BS Computer Science GPA: 3.44

Philadelphia, PA Sep 2014 - Jun 2018

New York, NY

Hong Kong University of Science and Technology

Study Abroad

Hong Kong Jan 2018 - Jun 2018

Stuyvesant High School

New York, NY

Sep 2010 - Jun 2014

Work

Central Park East High School

Lead Computer Science Teacher

New York, NY Sep 2019 - Present

- Founded the school's AP Computer Science A program (Java) in 2023
- AP Computer Science Female Diversity Award winner in 2019-2022 (more than 50% female exam takers)
- Achieved 81% college readiness scores in AP Computer Science Principles in 2022 (20% higher than NY average)
- Selected by Collegeboard to score end-of-year AP Computer Science projects in 2020, 2023
- Designed full-year Introduction to Python course for senior students at risk of failing to graduate
- Designed CS component of 3-week Summer Bridge program for incoming high school freshmen
- Mentored 4 students to compete at Cornell University High School Programming Competition
- Organized tech talks for 10+ students at Google, Spotify and Infor

COMPUTER SCIENCE PROJECTS

Fantasy Olympics Game

github.com/evantao 96/Fantasy-Olympics

- Developed multiplayer fantasy Olympics game with Python, Node.js and MySQL database (AWS)
- Implemented username and password verification with NoSQL database (DynamoDB) and hash encryption
- Optimized application login time by 700ms 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, JSON data 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 Player Network

github.com/evantao96/NBA-Player-Network

- 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): SQL, C, Ruby on Rails, Matlab, Go, HTML, CSS, Javascript Tools & Frameworks: AWS, DynamoDB, SQLite, Node.js, Vue.js, Bootstrap, Git