

# EVAN (YUDONG) CAO

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## Summary

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Aspiring **software engineer** with a strong foundation in computer science and hands-on experience in full-stack development. Committed to pursuing a career in the dynamic tech industry while maintaining an insatiable curiosity to learn and embrace new challenges. Ready to contribute expertise and adaptability to drive innovation and success.

## Education

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**California Polytechnic State University (Cal Poly), San Luis Obispo, CA**  
College of Engineering, B.S. in Computer Science

**GPA:** 3.87/4.0  
**Graduation date:** June 2026

## Work Experience

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**SESLOC Federal Credit Union**  
Software Engineer Intern

San Luis Obispo, CA  
June 2023 – September 2023

- Achieved a remarkable **99% reduction in manual effort** by automating weekly vulnerability tracking with Python, resulting in a monthly **time-saving of 20 hours** and a substantial boost in cybersecurity.
- Developed the **Security Week Tracker** that streamlines security week tracking, email automation, and user interactions, improving efficiency and accuracy across the organization.
- Gained expertise in **full-stack development**, system architecture design, and network management, aligning skills with modern Software Development Lifecycle methodologies.

**AI Camp - Stanford**  
Web Developer

Palo Alto, CA  
July 2021 – August 2021

- Acquired knowledge in Artificial Intelligence (AI), Natural Language Processing (NLP), Statistics, and Python.
- Collaborated on a Sentiment Analysis Project, presenting to an audience of 300, including university professors.

## Project

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**Security Week Tracker** | Django/Python/SQL, HTML/CSS

August 2023

- Developed an in-house web application to track weekly security statuses of 200 employees, bolstering account security and fraud prevention.
- Implemented user login/sign-up, integrated email automation, and ensured robust user engagement.

**Shell Clone (Custom UNIX-like Shell)** | C Programming

June 2023

- Designed a versatile shell with interactive and batch processing, advanced features like redirection and pipes.
- Developed a custom command line parser, optimized child process management, ensuring reliability.

**Virtual World Pollution Simulation** | Java

May 2023

- Refactored a Virtual World Simulation program with object-oriented design, improving code organization and readability.
- Enriched the simulation with new characters/objects, enabling interactive pollution emission functionalities, creating a dynamic and immersive virtual environment.

## Skills & Others

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**Programming Languages:** Python, C, Java, JavaScript, HTML, CSS

**Tools:** Linux, Git, Django, Angular, SQLITE3, Postgresql, SOLIDWORKS, AutoCAD, Arduino

**Skills:** Full Stack Development, Problem-Solving, Agile Methodologies, Time Management, Teamwork, Quick Learner