

# Hai Dao

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## Education

**Georgia Institute of Technology, Atlanta, GA**

M.S. in Computer Science | GPA: 4.00

August 2023 – May 2024

B.S. in Computer Science | Major GPA: 4.00 / GPA: 3.84

August 2020 – August 2023

## Experiences

**Lead VR Developer (Internship), Emory University, Atlanta, GA**

May 2023 – Aug 2023

- Architected a Python model for automatically computing plausible blood pressure values.
- Developed with Unity (C#) a novel procedurally generated VR resuscitation simulation.
- Used Object-oriented Programming to create a scalable patient model with over 30 attributes.

**Digital Web Engineer (Full-stack) (Internship), MillerKnoll, Zeeland, MI**

May 2022 – Aug 2022

- Full-stack development with React, Node, MongoDB, Express, transitioning from a previous jQuery implementation.
- Proposed and led an enhancement for the product configurator on the customer-facing Knoll.com website.
- Introduced dynamic component rendering to reduce attributes prerendered on each product page by up to 93%.

**Junior Software Engineer (Internship), MerchLogix, Atlanta, GA**

May 2021 – Aug 2021

- Programmed with Ruby and Linux CLI to optimize a core part of the CI/CD environment (Jenkins) by 8 seconds.
- Code debugging with IRB/Pry and version control with Git, following Agile Methodology of development.
- Collaborated with mentor to update software installation and onboarding documents (Jira, Confluence).

## Skills

- **Programming Languages:** Python, Java, Kotlin, Ruby, SQL, Unity (C#), TypeScript, JavaScript
- **Technologies:** React.js, Next.js, Express.js, Svelte.js, Node.js, MongoDB, MySQL, PostgreSQL, React Native, Firebase, Flask, Tailwind, OpenAI, Google Vision, OpenCV, .NET, Rest API, Git, Android Studio, d3.js, jQuery, Selenium, HTML/CSS

## Projects

**Hai's Hub** (<https://haidao0923.github.io/personal-website>) | Personal Project | React.js, TypeScript (Current)

- An interactive and gamified photo and project gallery to showcase my interests. Rate me for a surprise!

**Can we clone a person using their digital footprint?** | Personal Project

(Current)

*Python, Next.js, Node.js, JavaScript, Google Gemini, Tailwind CSS, Instagram API, Reddit API*

- Web scraped and applied social media APIs to obtain user texting data.
- Used Google Gemini to analyze their texting timeline, syntax, and semantics.
- Developed a website for users to input their own API and data to chat with a personalized chatbot.

**Where do I spend most of my time?** | Georgia Tech Mobile Development Club Project

(Current)

*React Native, Firebase Authentication, Cloud Firestore, React Native Paper, Google Map API*

- Implemented logic to track current location, store in database, and dynamically update statistic display.
- Developed login functionality with Firebase Authentication and error handling.

**Glanceable VR** | Graduate Project | Unity (C#)

(2023)

- Implemented head gesture recognition for users to effortlessly access UI widgets outside of their field of view.

**Mission Bot** | Personal Project | *Python, MongoDB, Google Cloud Platform, Selenium, Pillow*

(2023)

- Developed a bot for board game club members to track activities and play asynchronously on social media.

## Leadership

**The Hive (Master Peer Instructor), Georgia Institute of Technology, Atlanta, GA**

January 2023 - Current

- Mentored other peer instructors, students, and faculties at Georgia Tech to bring their prototyping ideas to life.

**Board Game Club (President), Georgia Institute of Technology, Atlanta, GA**

January 2022 – January 2024

- Automated event submission using Python and Selenium, saving 70 minutes of manual clicking weekly.

**HackGT 7 & 9 (Instructor and Mentor), Georgia Institute of Technology, Atlanta, GA**

October 2021 & 2023

- Operated a workshop for over 100 people on developing Flappy Bird with Unity. Assist teams with code debugging.