

Hang Cao

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EDUCATION

University of California, Irvine , B.S. in Computer Science	Sep 2020 – Jun 2024
<ul style="list-style-type: none">Related courses (through Spring 2021): Python Programming with Libraries (Accelerated), Boolean Algorithm & Logic, Intermediate Programming, Discrete Math, Programming in C/C++ as a Second Language	

Westminster High School , High School Diploma – GPA: 4.50/4.00	Aug 2016 – Jun 2020
<ul style="list-style-type: none">Related courses: AP Computer Science A, AP Calculus BC, Programming & Robotics Regional Occupational ProgramMERITS (Math Educational Resources Integrated with Technology and Science) programAwards: National Center for Women & Information Technology Aspiration in Computing National Honorable Mention (2020) – <i>360 out of 4,000+ applicants</i>, Orange County Affiliate Winner (2020) – <i>35 out of 75 applicants</i><ul style="list-style-type: none">Awarded to high achieving female students for pursuing a passion for computing and technology and represents diversity of applicants	

EXPERIENCE

Office of Access and Inclusion Scholars Network Program , Student – <i>Remote</i>	Aug 2020 – Aug 2020
<ul style="list-style-type: none">Worked with Raspberry Pi microcomputer and computer vision techniques in team of 6 to run an object recognizer used to identify items such as water bottles, dogs, and peopleReviewed basics of Python programming and Boolean logic as 1 of 25 scholars in a 2-week programHoned soft skills such as crafting an elevator pitch and giving a technical talk	
Summer STEM Institute Bootcamp , Student – <i>Remote</i>	Jun 2020 – Aug 2020
<ul style="list-style-type: none">Selected as one of 600 out of 2,450+ applicants to participate in a rigorous 6-week program to learn and implement machine learning concepts, such as classification and K-nearest neighbors, using Python and ColabComposed a research proposal report on sea ice extend trends by utilizing learned data science concepts, such as visualizing datasets using Python, doing background research, and analyzing relevant literature	
UC Davis C-STEM RoboPlay Competition , Team member, Mentor – <i>Westminster, CA</i>	Dec 2017 – Apr 2020
<ul style="list-style-type: none">Collaborated in team of 5 to learn Ch language and program robots to solve 10 challenges in competition against 38 other teams, winning 1st Place State (2019), 3rd Place Regionals (2018), and the Judge's Teamwork Award (2019, 2018)Created props and programmed robots in Ch language with same team to storyboard and film a creative video to tell a story, winning Best Overall Video (2019) and Best Themed Video (2018)Onboarded and guided 10 new underclassmen through basics of using the Linkbot robots and Ch languageCo-founded and co-taught in a program to introduce robotics fundamentals, that our team won with, to group of 20 elementary school students through hands-on challenges using Linkbot robots and block-coding	
Boeing High School Internship , Programming and IT intern – <i>Huntington Beach, CA</i>	Jun 2019 – Aug 2019
<ul style="list-style-type: none">Co-edited the <i>Data Structures and Advanced Algorithms</i> book by applying learned concepts such as the principles of object-oriented programming to explain topics in simple terms to new computer science studentsProduced diagrams to visually represent topics such as binary search and recursion	

PROJECTS

Razzle , Javascript – https://tinyurl.com/razzle-project
<ul style="list-style-type: none">Developed and designed, with a partner, a 10-level game including puzzles such as a maze, an Einstein's riddle, connect four, and an odd-one-out puzzle
Puxxle , Javascript – https://tinyurl.com/puxxle-project
<ul style="list-style-type: none">Coordinated team of 3 and programmed a 2-level jigsaw puzzle game to help classmates review calculus material

SKILLS

Programming languages: Java (Intermediate), Python (Intermediate), Javascript (prior experience)