

Hengli Bao

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Summary

A third-year undergraduate student at the University of Washington majoring in Informatics with a concentration on Human-Computer Interaction. Seeking opportunities for a challenging internship in software development or user experience design and research fields where I can apply my skills and insights to exceed expectations and produce results.

Education

University of Washington

Seattle, WA

B.S. IN INFORMATICS

2019 - 2023

- GPA: 3.8/4.0
- Annual Dean's List (2020-2021): Awarded to undergraduate students with outstanding scholarship and dedication to their studies
- Coursework:
 - Client-Side Development, Software Architecture, Databases and Data Modeling, Design Methods, Research Methods, Statistical Concepts And Methods, Object Oriented Programming(Java)

Experiences

Vade

LEAD DEVELOPER

2020 Winter - Present

- A multi-purpose Discord Bot aimed to elevate the user experience on the platform by offering features such as automated server moderation, advanced music playlist system, and alternative bot interactions for users with disability and impairment
- Gathered over 300k total users across more than 1000 different communities within five months of launch
- Brought in advertisement sponsorship to fund the project and provided features that were usually behind a paywall on other competitors
- Tech stack used includes TypeScript/JavaScript, Node.JS, MongoDB, Linux, and Git

Cover

SCHOOL PROJECT

2022 Winter - 2022 Spring

- A Figma prototype designed to help students with impairments at the University of Washington overcome the sense of insecurity during the COVID-19 pandemic and have better access to health-related resources on campus
- Learned and practiced design methods for identifying user needs, understanding user behaviors, devising new design concepts, prototyping these concepts, and evaluating utility and usability

TypeScript Compiler Architecture Analysis

SCHOOL PROJECT

2022 Winter - 2022 Spring

- A detailed component-level architecture analysis of the TypeScript compiler from multiple viewpoints, identified styles and patterns used by the code base, and assessed the architectural quality in terms of established principles
- Determined architectural flaws in the existing code structure and made system improvements by applying code refactoring accordingly

Goal Husky!

SCHOOL PROJECT

2021 Spring - 2021 Summer

- Collaborated with a team of 4 and built a responsive web app using the React web framework. The website allows users to view and interact with goals that other people have published and provides data persistence through Firebase for any additional goal sharing
- Designed to help students at the University of Washington to find like-minded people to accomplish different sets of goals and increase productivity during the pandemic

Skills

Programming	Java, JavaScript/TypeScript, HTML/CSS, R
Frameworks	Bootstrap, Mongoose, jQuery, Node.JS, React.JS, ggplot2, plotly, dplyr, tidyr
Tools	Linux, Git, Figma, MongoDB, SQL/Azure SQL Server, Firebase, R Studio
Languages	English, Mandarin, Wenzhounese
Activities	INROADS, Chinese Culture Club