

HENRY BAO

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SUMMARY

- Software Engineer experienced in building and deploying full-stack solutions. Well-versed in Object-Oriented Programming (OOP) and Data Structures & Algorithms.
- Full-stack developer with a strong command of programming languages including JavaScript, Java, Swift & R.
- Proficient in designing UIs with React, writing server-side code and building APIs, and manipulating SQL & NoSQL databases. Solid understanding of Authentication, Security, and version control.

EXPERIENCE

NetPrism

Jun 2022 — Present

Software Engineer

- Led a software startup enabling users to make intelligent data-driven decisions thanks to a data analytics and processing platform. Ideated and conceptualized the product and owned the full software development lifecycle, implementing with TypeScript and associated web technologies.
- Evaluated technical requirements and researched adequate technologies, analyzing benefits and drawbacks in terms of scalability and sustainability and aiming at avoiding future technical debt.
- Built a web scraper powered by Google's Puppeteer library together with a Node.js RESTful API server to extract, analyze and process data readily available online.
- Migrated an existing mobile application, Restock Alerts' backbone to the newly developed NetPrism API.
- Maintain up-to-date knowledge of web & mobile technologies and best practices and monitor industry & competitive trends.

Technologies: Node.js, TypeScript, Express, Yarn, Git, Linux

PROJECTS

PetMeet

Mar 2022 — Jun 2022

- Designed and developed an iOS application for pet owners to find friends for their pets, utilizing SwiftUI, UIKit and Storyboard to create a modern user interface.
- Decided on requirements and specifications and documented architecture, features, and technologies in a clear and concise design document allowing for faster and easier implementation.
- Built the backend with Firebase as the ideal solution for image and data persistence.

TypeScript Compiler Architecture Analysis

Dec 2021 — Mar 2022

- Conducted a detailed component-level architecture analysis of the TypeScript compiler from multiple viewpoints.
- Identified styles and patterns used by the code base, assessed the architectural quality and identified architectural flaws to perform system improvements by refactoring code.

Goal Husky!

Mar 2021 — Jun 2021

- Managed a team of 4 and delivered a responsive web app using JavaScript and React, aiming at helping University of Washington students in finding like-minded people to accomplish different sets of goals, increasing their productivity.
- Developed an engaging user experience by delivering an aesthetically pleasing user interface built with HTML, CSS, and JavaScript, allowing students to view and interact with others' goals and contribute with data stored in Firebase.
- Worked closely with fellow developers to build the project by planning and dividing tasks effectively and by maintaining close communication during implementation to support each other and remove roadblocks.

Vade

Dec 2020 — May 2022

- Delivered a multi-purpose Discord Bot to bring additional functionalities to the platform by offering features such as automated server moderation, an advanced music playlist system, and alternative bot interactions for users with disability and impairments.
- Reached 300k total users within five months of launch.

EDUCATION

University of Washington

2019 — 2023

B.Sc. in Informatics

- GPA: 3.8/4.0
- Honors/Awards: Annual Dean's List (2020-2022)

SKILLS

- **Languages:** Java, Javascript, TypeScript, Swift, R, HTML/CSS
- **JavaScript Stack:** FE: React, jQuery \ BE: Node.js, Express \ Automation: Puppeteer, Playwright
- **Databases:** Azure SQL Server, MongoDB, Firebase
- **Tools:** Postman, Git, Yarn, Linux, Docker, R Studio, Mongoose, tidy, Figma