Henry **Bao**

2213 19th Ave. Brooklyn, NY, 11229

☐ (646)436-6622 | ✉ henry@henrybao.net | ⌂ henrybao.net | ⬛ henry-bao | ⬛ henglibao

Summary

Third-year undergraduate student at the University of Washington majoring in Informatics looking for an challenging internship in software development or related 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: 3.77
- Annual Dean's List (2020-2021): Awarded to undergraduate students with outstanding scholarship and dedication to their studies
- Coursework:
  - Client-Side Development, Statistical Concepts and Methods, Design Methods, Software Architecture, Databases and Data Modeling

Experiences

Vade

Volunteer   *2020 Winter - Present*

- Lead developer of a multi-purpose Discord bot aiming to improve the user experience on the platform
- Gained over 300k total users within 5 months of launch
- Brought in advertisement sponsorship to fund the project
- Offered free features that were normally behind a pay wall on other competitors
- Tech stack used including Typescript/Javascript, Node.JS, MongoDB, Linux, and Git

Goal Husky!

School Project   *2021 Spring - 2021 Summer*

- Collaborated with a team of 4 to built a responsive web-app using React.JS and Firebase
- Designed to help UW students to find like-minded people and achieve their goals

Web Portfolio

Personal Project   *2021 Summer*

- A responsive static website written in HTML/CSS and jQuery
- Displayed the latest information about me and my past projects to viewers

Tourist vs. GDP Data Report

School Project   *2020 Spring - 2020 Summer*

- Utilized R and shinyapp.io to build an interactive web page
- Scrapped and parsed data from government and organization databases
- Analyzed the relationship between GDP and tourists around the world

Pixelmon Tools

Personal Project   *2020 Summer*

- Developed for Pixelmon, a Minecraft Pokemon mod. Built with R and shinyapp.io
- Provided a simple interface solution that helped new players to quickly learn the basics of the game

Indie Game Library

School Project   *2019 Autumn - 2019 Winter*

- An indie-games browser prototyped on Adobe XD
- Aimed to empower the indie-game developers to deliver new forms of entertainment to the masses
- Designed to also help gamers to explore games based on their preference

Skills

Programming	R, Java, JavaScript/TypeScript, HTML/CSS, Node.JS
Frameworks	Bootstrap, jQuery, React.JS
Tools	Linux, Git, Figma, MongoDB, Azure SQL Server, Firebase, Nginx, Cloudflare
Languages	English, Mandarin, Wenzhounese