

HENRY BAO

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SUMMARY

As a Software Engineer, I am well-versed in Object-Oriented Programming (OOP) and Data Structures & Algorithms, with experience building and deploying full-stack solutions using agile development practices. I have a strong command of multiple programming languages, including JavaScript, Java, Swift, and R. My skillset includes designing UIs with React, writing server-side services and building APIs, and manipulating both SQL & NoSQL databases. I possess a 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 through a comprehensive analytics platform. Ideated and conceptualized the product and owned the entire software development lifecycle.
- Assessed technical requirements and selected optimal technologies, weighing scalability, sustainability, and minimizing future technical debt.
- Developed horizontally scalable web scrapers and parsers to extract, analyze and process e-commerce and online retailer data.
- Transitioned Restock Alerts mobile app to the newly created NetPrism API.
- Established CI/CD pipelines to streamline platform build, test, and deployment processes, enhancing release speed and reliability.
- Utilized Docker and Gitlab CI for cloud-based infrastructure deployment, ensuring scalability and high availability.
- Supervised application deployment, monitoring, and troubleshooting to maintain optimal performance in production environments.

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.
- Determined 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 to increase productivity and social networking among UW students during remote living mode.
- Designed a user-friendly interface with a card deck overview of goals posted, sorted by categories and searchable by keywords.
- Implemented a sign-in feature for users to join or publish goals, with a ranking page based on the number of current participants.

Vade

Dec 2020 — May 2022

- Delivered a multi-purpose Discord Bot to bring additional functionalities to the platform such as automated server moderation, an advanced music playlist system, and alternative bot interactions for users with disability and impairments.
- Amassed over 300k total users across more than 1000 different communities within 5 months of launch.

EDUCATION

University of Washington

Sep 2019 — Jun 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:** React, jQuery, Node.js, Express, Puppeteer, Playwright
- **Databases:** Azure SQL Server, MongoDB, Firebase
- **Tools:** Postman, Git, Yarn, Linux, Docker, R Studio, Mongoose, tidyR, Figma