

Hengli Bao

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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 and 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

- Created an interactive web page utilizing R and shinyapp.io
- 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