

HENRY BAO

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EDUCATION

Bachelor of Science - Informatics

Jun 2023

University of Washington

- Honors/Awards: Cum Laude, Annual Dean's List (2020-2023)
- Concentration in Software Development and Human-Computer Interaction

EXPERIENCE

Software Engineer

Jun 2022 — Present

NetPrism

- Spearhead a software startup that provides a user-friendly analytics platform to over 10,000 users, facilitating intelligent, data-driven decisions.
- Evaluate technical requirements and select the most suitable technologies, balancing scalability, sustainability, and the minimization of future technical debt.
- Develop a RESTful API that interfaces with horizontally scalable web scrapers and parsers, designed for the extraction, analysis, and processing of over 1TB of e-commerce and online retailer data monthly.
- Streamline the Restock Alerts mobile app by integrating it with the newly created NetPrism API, which consequently increases the speed of e-commerce product information updates by 10 times.
- Implement CI/CD pipelines to optimize platform build, test, and deployment processes, improving release speed and reliability.
- Self-manage services such as GitLab, Bitwarden, and web applications reducing infrastructure costs by 50%.

Teaching Assistant for Client-Side Development

Mar 2023 — Jun 2023

University of Washington

- Conducted weekly class sessions on a diverse range of web development topics, such as React.js, HTML/CSS, and Firebase, leading to an overall improvement in students' technical skills and project performance.
- Addressed and resolved student inquiries related to course content and logistics in a timely and efficient manner, reducing confusion about course material and requirements.
- Guided and supported 9 project groups throughout the quarter, fostering collaboration and ensuring the successful completion of assignments.

PROJECTS

PetMeet

Mar 2022 — Jun 2022

INFO 449: Mobile Development, iOS

- 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, resulting in a robust and scalable infrastructure that could efficiently handle a growing number of users and data.

Goal Husky!

Mar 2021 — Jun 2021

INFO 340: Client-Side Development

- Managed a team of 4 and delivered a responsive web app using JavaScript and React, successfully enhancing productivity and social networking among UW students during remote living mode.
- Conceived and implemented a user-friendly interface featuring a card deck overview of goals posted, sorted by categories and searchable by keywords, leading to improved user engagement and satisfaction.

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.
- Utilized a strategic combination of word-of-mouth marketing and partnerships with various online communities to amass over 300K total users across more than 1000 different communities within 5 months of launch.

SKILLS

- **Languages:** Java, Javascript/TypeScript, Swift, Golang
- **JavaScript Stack:** React, Express, Puppeteer/Playwright
- **Databases:** Azure SQL, MySQL, PostgreSQL, MongoDB, Firebase
- **Tools:** Postman, Git, Linux, Docker, GitLab CI, Figma