Hao **Chen**

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EDUCATION

University of Washington, Seattle

Seattle, WA

B.S. in Computer Science and Engineering, GPA: 3.82

September. 2016 - June. 2020 (Expected)

- **Notable courses**: Hardware/Software Interface, Data Structures and Parallelism, Software Design and Implementation, Digital Design and Circuits, Unix Tools, Foundations of Computing (Discrete Math & Probability)
- **Skills**: Java, JavaScript, Python, System Verilog, familiar with C, C# and React
- **Languages**: Spanish, Catalan, Chinese, English
- UW interdisciplinary Honors

American School of Madrid

Madrid, Spain

High School Degree, GPA: 3.85

June 2016

PROJECTS

Deaf Hacks

C#, Visual Studio, Unity

Group Project for the Hackathon DefHacks 2018

March 2018

- Designed a program for Hololens that allows deaf people to see captions when they are spoken
- Used Unity and Hololens speech to text feature to display captions from the spoken words in the Hololens
- Awarded the Best Hack for Accessibility

Chess Bot

Java

Course Project

February 2018

- Implemented a chess bot using minimax and jamboree algorithms
- Improved the performance of the chess bot through parallelism and move ordering

Video Browser

React, CSS, HTML

Independent Project

December 2017

- Implemented a video browser application with the YouTube API

Campus Paths

Java, Android Studio

Course Project

November 2017 - December 2017

- Created map visualization to allow students to find the shortest path between two locations on the UW campus using Dijkstra's Algorithm and graphs
- Performed specification testing and unit testing with JUnit

GeoQuiz

Java, Android Studio

Independent Project

September 2017

- Designed and developed an application that quizzed users' knowledge on geography
- Used object-oriented programming concepts (e.g. anonymous classes, functional programming and lambda expressions) to implement the interaction between the front-end and back-end

RESEARCH

Robotics Research Assistant

Seattle, Washington

University of Washington, Seattle

March 2018 - Current

- Use IA algorithms and ROS environment to solve the Rubik's Cube
- Research on an improvement on the efficiency of Rubik's Cube solving by decreasing the amount of pretouch sensor scans