-HAO WU

Champaign, IL

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WORK EXPERIENCE

Software Engineering Intern

PhysIQ (Python, JavaScript, Node.js, Kotlin, YAML, GitLab, Shell Script, Kubernetes).

May 2022 – present

- Enhanced compatibility and efficiency by 20%: Programmed **Python** noxfile to replace makefile for utilizing varying nox sessions for building environment
- Reduced CI runtime by 25%: Programmed YAML to combine nox with CI jobs for improving shell-based testing
- Streamlined data querying: Built **Python** functions for **JSON** pipeline & produced test files for output checks
- Resolved validation issues: Programmed Kotlin function to create test function in rest-api repository
- Boosted productivity: Developed a responsive **Slack bot** using **JavaScript** and **Node.js** for instant employee support

Backend Engineering Intern

Ponddy Education Inc. (Python, TensorFlow, SQL, Django)

July 2020 - March 2021

- Upgraded data processor: Migrated SQL-based to Django's ORM module for better performance
- Improved audio model: Programmed **Python** function to crawl 20,000 mp3 files for text-to-speech processing
- Streamlined news collection: Developed web crawler to gather articles across categories
- Advanced AI training: Operated deep learning model to teach 15 article categories interpretation and identification

TECHNICAL SKILLS

Languages & Frameworks: Python, SQL, Kotlin, Java, Django, Flask, HTML, CSS, JavaScript, React, Express Tools & Databases: Git, MySQL, SQLite, MongoDB, Neo4j, GCP, Linux, Docker

EDUCATION & SCHOLARSHIP

University of Illinois at Urbana Champaign (UIUC), IL

August 2021 - May 2023

Master of Science in Information Management

Coursework: Database Systems; Information Modeling; Data, Statistical Models, and Information;

Computer Network; Foundations of Information Processing; Programming for Analytics & Data Processing

Chung Cheng Scholarship, Chung Cheng Scholarship Foundation: US\$260

March 2018

PROJECT

Hungry Snake (Skills: Java, OOP)

March 2023

- Designed and implemented game logic, including Graphical user interface, snake movement, food generation, collision detection, and score tracking.
- Utilized Java Swing for creating user interfaces, including game panel and scoreboards.

Group Buy (Skills: ER Diagram, Relational Schema, SQL, GCP)

May 2022

- Led team to customize ER diagram and improve communication for user satisfaction to design database
- Constructed database on **GCP** with **MySQL** and collaborated to build 6 tables, including USER, POST, CATEGORY, GROUP, LEADER, PAYMENT to resolve shopping issue
- Bolstered database integrity by adopting transaction and trigger to prevent breakdowns, duplicates, and invalid data
 Newsflow, HackIllinois (Skills: Python, Dash, JSON, API)

 February 2022
 - Utilized Python Dash framework to create dynamic web apps integrating News API and Twitter API
 - Facilitated user engagement by implementing trending news display and **search functionality** for specific articles and countries

Hotel Reservation Application (Skills: Java, OOP)

January 2022

- Implemented Object-Oriented Programming in Java, creating robust class designs for efficient code
- Designed a room availability system, enabling users to effortlessly locate and book hotel rooms

Meteorite visualization (Skills: Python, Numpy, JavaScript, HTML, Jupyter Notebook)

December 2021

- Guided team to create 13 meteorite-landing visualizations, conveying landing patterns and trends
- Analyzed data using Pandas and Matplotlib, creating deployable JavaScript and HTML code via GitHub

Draw something (Skills: Python, Flask, HTML, CSS,)

July 2021

- Launched a website with Python Flask framework and HTML, offering users an artistic outlet
- Established a **registration system** enabling seamless user authentication and password changes

EXTRACURRICULAR ACTIVITIES