Evan Hao

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EDUCATION

University of Washington   Seattle, WA
Interdisciplinary Honors Program   Expected Graduation: June 2022
- Computer Engineering, 3.77 / 4.00 GPA
- *Relevant Coursework:* Accelerated Computer Programming, Software Design and Implementation, Web Programming, Database Systems, Foundations of Computing, Hardware/Software Interface.

SKILLS

Languages: Java, C#, C, Python, HTML, CSS, JavaScript, SQL, SQL++, Typescript, GraphQL
Technologies: Git, LaTeX, Vue, React, OSX, Windows, Unity, IntelliJ, Microsoft Office

EXPERIENCE

CodeDay CodeLabs   July 2020 – August 2020
Software Engineer Intern – Remote
- Designed, built, and presented a GraphQL library written in Typescript that facilitates server and client queries.
- Coordinated with two other teams to put together a calendar scheduler and conference call application.

Mentor – Remote
- Guided three students to build an online playable chess application.
- Introduced and taught new technologies such as Git, GitHub, HTML, CSS, and JavaScript to use for their project.

Math and Physics Tutor   May 2019 – Present
- Teach physics and math concepts to middle and high school students.
- Design lesson plans and create multi-step problems for students.

PROJECTS

Detox   October 2019
DubHacks – University of Washington Hackathon
- Designed an application that limits cyberbullying by censoring toxic phrases.
- Built a web browser extension for Google Chrome with Vue and Google's API for sentiment analysis.

yTrack   November 2018
CodeDay – Phoenix, AZ
- Designed a website that provides a scoring system that updates real-time with other users in the same lobby.
- Built a working, presentable, and deployable deliverable with Vue and Google's Firebase.
- Demoed and took 1st place for the website category.

EXTRACURRICULARS

Camp Kesem   June 2018 – Present
- Counsel, support, and organize activities for children whose relatives have suffered from cancer.
- Fundraise to help provide a free week of activities for campers.

Origami Club (Founder & President)   January 2020 – Present
- Lead biweekly meetings and develop the origami curriculum.
- Organize meetings with executive members and plan fundraisers.

Design for America   September 2019 – June 2020
- Created, surveyed, and interviewed students to pinpoint the causes of the "Freshman 15" phenomenon.
- Designed a smart food container and an app that addresses stress eating for college students.