

# Huaqing Gao

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## Objective

- To obtain an internship time position in 2017 summer in the field of software development to contribute to the company's goals by working collaboratively with senior programmers

## Education

### Georgia Institute of Technology | Atlanta, GA

Aug. 2014 - Dec.2017

- Bachelor of Science in Computer Science
- GPA 3.69/4.0

(expected)

### Hong Kong University of Science and Technology| Hong Kong

Sept. 2015 - Dec. 2015

- Exchange

## Work Experience

### Nead Werx middleware co-op | Atlanta, GA

Aug. 2016 - Dec. 2016

- Converted legacy Ajax code to RESTful API of php and javascript files to make web access efficient for end users.
- Used the SQL to optimize experience for looking up customers data by company database to maintain system compatibility.
- Fulfilled daily debug responsibility of all php and javascript files.

### Panasonic Automotive navigation team intern | Peachtree City, GA

May. 2016 - Aug. 2016

- Created a tool that can generate kml files by decoding log files to navigate routes.
- Used Visual Basic and Excel to generate time tracking metrics representing the time each person spent on some specific type of tasks.

### Georgia Institute of Technology Computer Science Tutor | Atlanta, GA

Feb 2016 - May 2016

- Helped students on troublesome computer science courses and clarified concepts.

## Projects

### Real-time question room on Web and Mobile app

Sept. 2015 - Dec. 2015

- Designed to promote teaching quality by allowing students to ask instructors questions and discuss with classmates.
- Responsible for using javascript and java to implement features like creating hashtags to categorize posts and building comment, reply, like and dislike button, feedback rating and polling system.

### Mbed version of the classic Pac-Man video arcade game

April. 2015

- Modified the classic Pac-Man game individually using Assembly and C.
- Features like basic game menu, varying game opportunities and maps according to different difficulties.
- Includes multiple ghosts, sound effects and dramatic animation.

### Self-Designed algorithm on images pairing problems

Mar.2015

- Designed the algorithm to catch the matched image with given image.
- Accomplished in both C and Assembly languages.

### Group Project on Unity-3D games

Mar. 2015

- Four-man team based project designed using C# to catch running ghost from a Google glass perspective.

### 2014 The Mathematical Contest in Modeling

Feb. 2014

- Constructed a model of traffic flow given current traffic rules and assumptions of behaviors of drivers based on the probability and statistics.
- Model results shows when the total amount of influx of traffic flow is below 25cars/min, the traffic circumstance is under safe control.

## Skills:

### Programming

MATLAB, Java, C/C++, PHP, JavaScript, Python, MIPS, SQL, HTML, CSS, Angular JS

### Software

Logisim, MySQL, LabView, angular.js, Visual Studio, Android Studio,

### Communication

UML, Presentation, Technical Writing, Technical Reports, Meeting minutes