Hao Wu

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EDUCATION

Northeastern University, Boston, MA   Sept. 2016 – May 2018

Master of Science in Computer Science | GPA 3.34 / 4.0

Related Courses: Computer Networking, Cloud Computing, Web Development, Network Security, Software Vulnerabilities

Michigan State University, East Lansing, MI   Sept. 2009 – May 2014

Bachelor of Science in Computer Science and Engineering | GPA 3.41 / 4.0

Related Courses: Algorithms and Data Structures, Operating Systems, Software Engineering, Database Systems

TECHNICAL SKILLS

- **Programming Languages:** Python, C, Java, C#, SQL, Javascript, HTML/CSS, PHP, Racket
- **Frameworks and Tools:** .NET, WPF, MySQL, Node.js, Bootstrap, AngularJs, Git, SVN, Wireshark, Unity3D

WORK EXPERIENCE

Euroimmun, *Software Engineer*, Beijing, China   Sept. 2015 – Mar. 2016
- Developed Windows desktop software with C# and WPF for testing and adjusting automated medical devices
- Designed a hardware prototype for customers to upload medical images from their microscopes

Regina Andrew Design, *Database Administrator*, Riverview, MI   Jun. 2014 – Apr. 2015
- Developed data analyzation programs using Python and SQL queries for generating sales and purchasing reports
- Managed (read, write, update, backup) local databases for diverse businesses usages

IDV Solutions, *Software Developer Intern*, Lansing, MI   May 2013 – Aug. 2013
- Developed new daylight shading feature for the data visualization software "Visual Fusion" using C# and SharePoint
- Produced and developed data visualization software (Visual Fusion) based on customers' business data

ACADEMIC PROJECTS

Secure Instant Messenger, *Northeastern University*   Jan. 2017 – Apr. 2017
- Developed a multi-users instant messenger program that encrypts messages using various security methods
- Designed network application with Python utilizing cryptographic methods, UDP socket programming and multi-threading

Content Delivery Network, *Northeastern University*   Sept. 2016 – Nov. 2016
- Built a distributed CDN server system, which includes HTTP replica server, DNS server, and the algorithm to select the best replica server for a client's download request
- Developed shell scripts to deploy, start, stop the servers on 10 Amazon EC2 datacenters

Freaky Deaky Flashback, Mobile Game, *Michigan State University*   Jan. 2012 - May 2012
- Developed enemy AI and core mechanics for the mobile chasing game using Unity3D engine and C#
- Published the game on App Store and Google Play, which have over 10k downloads