Evan Mao

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EDUCATION

University of Washington   Seattle, WA
BS in Computer Science + Music Minor   *Class of 2027*
- GPA: 3.94/4.00
- Relevant Coursework: Hardware/Software Interface, Software Tools, Software Design & Implementation

PROFESSIONAL EXPERIENCE

Front-End Developer Intern   July 2024 - Sept 2024
Enciv   *Redmond, WA*
- Developed a multi-step React component to collect and manage user opinions, including **user ID assignment** and **seamless data management** in the Enciv database.
- Used React and Javascript to **improve the user interface** on the signup/login page, such as adding specific error messages for invalid inputs
- **Improved accessibility** by adding tabbing and space-bar support for navigation

Software Engineering Intern   June 2023 - Aug 2023
QuantBe   *Redmond, WA*
- Developed **Python scripts** to ingest historical stock data via the **Polygon.io** API into **MongoDB** Atlas
- Leveraged **AWS EC2** to simultaneously run ingestion code over **10 years of stock data**
- Designed an algorithm to **validate ingestion result** and **patch missing data**

Software Engineering Intern   June 2021 - Aug 2021
Mazoic Technologies Inc.   *Edmonton, Canada*
- Converted audio file formats from AAC into MP3, **enhancing playback quality** in Roku Apps
- Realigned and masked **images and assets**
- Redesigned **game assets** with new **thematic overlay**

VOLUNTEERING

Piano Performer and Caregiver   May 2022 – Aug. 2022
Aegis Living Marymoor   *Redmond, WA*
- Fostered **engagement** and **enjoyment** through live piano performances
- Organized and facilitated various **recreational activities** as outdoor walks and games

Counselor in Training   June 2018 – Aug 2019
YMCA of Northern Alberta   *Edmonton, Canada*
- Fostered **teamwork**, **cooperation**, and **personal growth** among campers, bringing high levels of enthusiasm to **inspire** campers to participate and enjoy their camp experience fully
- **Collaborated** with other counselors to plan activities, ensuring a **cohesive** and **dynamic** camp experience

PROJECTS

Wordle Clone: Java project initiated in high school, continuously refined throughout university. Includes existing Wordle features such as hard mode, plus custom word lengths and leaderboard, all played on the console .

Discord Bot: Developed a Python-based Discord bot with features such as posting random song links from a specified Spotify playlist and random car images with info using Google Gemini.

Youtube Channel: Developed to share my passion for music and gaming to an audience of over 7,000.

Twitch Streamer: Livestreamed gameplay to over 3,000 followers through continuous engagement.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript, HTML/CSS, C/C++
Frameworks: React, Node.js, PyMongo
Developer Tools: Git, VS Code, Visual Studio