

HENRI BAI

PROFILE

Python/Java backend programmer aspiring to quickly write good code.
Javascript frontend UI developer with a passion for details.

GITHUB PROJECTS

3D Graphics Engine - NyanEngine

Implemented a 3d graphics engine in Java to explore graphics programming.

WebGL Minecraft Map Viewer

Built a WebGL map viewer to explore the maturity of WebGL.

Left4Dead Map, Iowa State University Campus

Modeled Friley Hall, the largest student dormitory in Iowa, as a playable Left 4 Dead map.

WEBSITES

Visual Novel Engine, HTML & Javascript

<http://www.quantsini.com/vn/vn>

Spare time project to build visual novels using HTML5 and jQuery.

ISU Anime Club President, Website Builder

<http://www.stuorg.iastate.edu/anime>

Built the webpage for the ISU anime club while president of the club.
Worked with members to promote the club to sixty attendees.

EXPERIENCE

Software Engineer Intern (Geodata, real-time data, HCI)

Rockwell Collins Contractor (Technisource) - Cedar Rapids, IA Summer 2011

Built geodata mapping tools in Python and integrated geodata-based maps into cockpit display systems.
Designed systems for real-time processing of aircraft sensor data.
Rebuilt cockpit menu systems to increase responsiveness and improved usability.

Software Engineer Intern (Network Protocol Analysis and Testing)

Rockwell Collins Contractor (Technisource) - Cedar Rapids, IA Fall 2007, Summer 2008

Built a Python framework for engineers to build test cases for transport-level protocols.
Used the framework to build validation scripts for several ARNIC standard protocols.
Executed tests against hardware prototypes.

Teaching Assistant (Data Structures, Java)

Iowa State University Computer Science Department - Ames, IA, Spring 2007

Taught advanced data structures using Java to sophomore-level Computer Science students.

Research Assistant (Medical Research)

Micro CT Labs, University of Iowa - Iowa City, IA, 2003-2006

Built Adaptive CT Angiography scanner software as part of a project to secure NIH grants.
Demonstrated project ideas through use of 3D graphics.

EDUCATION

Iowa State University - Masters of Science in Computer Science, 2012 (3.55/4.00)
Iowa State University - Bachelor of Science in Computer Engineering with Minor in Mathematics, 2009
(3.14/4.00)

SKILLS

Java, C, C++, HTML, CSS, Python, JavaScript, C#, Matlab Simulink, COQ, PHP, MySQL