BLAKE SHEA

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Education

Clark University	Aug 2022 – May 2026
Bachelor of Computer Science, Interactive Media – GPA: 3.63	Worcester, MA

Experience

State Street — Jul 2025 – Dec 2025
Software Engineering Co-Op — Burlington, MA

- Diagnosed and resolved critical production bugs in **C#/.NET trading systems**, preventing downtime for 3+ client firms.
- Migrated legacy **WinForms applications** to metadata-driven **React components**, reducing UI latency by 40% while preserving full data integrity.
- Implemented automated unit and integration tests for 3 key features, reducing recurring production defects by 25%.

White Snake Projects — Apr 2025 – Jul 2025
AR Development Intern — Boston, MA

- Designed an **AR walking tour MVP** highlighting indigenous history in Boston using 3D scans and low-code prototyping tools.
- Co-authored a grant proposal securing **$68k** in funding from local indigenous groups, City of Boston, and AR partners.

Avilaar, Inc. (Startup) — Aug 2024 – Apr 2025
Software Engineering Intern — Worcester, MA

- Developed a **mobile AR learning companion app** integrating GPT4o and ElevenLabs for real-time, context-aware interactions, enhancing personalized learning.
- Optimized AI chat system using **RAG**, **FastAPI**, and **Docker** on **AWS EC2**, reducing execution time to 10% of prototype.

ID TECH — May 2024 – Nov 2024
C# and VR Instructor — Cambridge, MA

- Taught **C#** and **Unity** fundamentals to 100+ students, guiding creation of VR applications for **Meta Quest**.
- Developed 3 interactive **VR demos** to teach physics, programming, and UX principles, enhancing hands-on skills.

Projects

AutoMates | Unity, C#, ASP.NET Core, PostgreSQL — May 2025 – Present

- Developing a multiplayer autobattler with persistent **ASP.NET Core backend**, managing real-time dungeons, combat, and progression.
- Implemented hybrid REST and stateful server architecture with in-memory caching, reducing server response times by 30%.
- Built **administrative WinForms tools** with permission-based controls for live monitoring and event management of game sessions.

GameRec.AI | Next.js, FastAPI, Supabase, Steam API — Aug 2025 – Present

- Built a **full-stack AI-powered gaming recommendation platform** integrating **Steam OAuth** login and persistent **Supabase** storage.
- Implemented two recommendation modes, including **algorithmic player similarity** and **conversational AI search** using **vector embeddings**, to enhance relevance to user.
- Designed **responsive Next.js dashboard** visualizing top games, tags, and hours played; **FastAPI backend** handles AI inference and content filtering.

Technical Skills

Languages: Python, C#, SQL, HTML5, CSS, Typescript

Libraries/Frameworks: NextJS, ASP.NET, FastAPI, Django, Unity, PostgreSQL, SQLServer, MongoDB

Developer Tools: Docker, Git, Jira, Confluence