

# Charles Shi

---

shi46@illinois.edu | Eden Prairie, Minnesota | (612) 986 - 0487  
 linkedin.com/in/cshi02 |  github.com/charlesshi12 |  charlesshi12.github.io

## EDUCATION

### University of Illinois at Urbana-Champaign

Expected May 2023

*Bachelor of Science, Statistics and Computer Science*

GPA: 3.9/4.0

- Relevant Coursework: Data Structures and Algorithms, Software Design Studio, Computer Architecture, Discrete Mathematics, Linear Algebra, Multivariable Calculus, Statistics and Probability

## EXPERIENCE

### AT&T — Incoming Software Engineer Intern

June 2021 - September 2021

- Projects, teams, and tasks will be determined at a later time.
- Lorem ipsum dolor sit amet, consectetur adipiscing elit. Praesent at nisi luctus, sagittis odio at, eleifend turpis.
- Pellentesque gravida feugiat turpis, at rhoncus massa luctus suscipit. Curabitur pretium, erat et aliquam lobortis, eros magna gravida leo, in volutpat tellus nunc at odio.

### Futurist Academy — Software Developer Intern

July 2020 - September 2020

- Created a similarity search algorithm that takes in any research paper and outputs similar COVID-19 research papers using the Jaccard similarity index, Natural Language Processing and graph databases.
- Utilized Plotly/Dash and GSQL to develop a personalized patient dashboard with data visualizations and patient statistics.
- Implemented and used REST APIs in Python to interact with TigerGraph and enhance overall security for projects.

### STEM Builders — Computer Science and Robotics Teacher

September 2018 - Present

- Taught programming languages (Python, Java, HTML/CSS, MIT App Inventor, Scratch) and robotics to **K-8** students.
- Successfully mentored around **50** students and gained leadership experience after adapting to unforeseen circumstances.
- Designed and planned final projects that assessed the students' problem solving skills while incorporating their interests.

### Minnesota Mandarin Christian Church — Software Developer

August 2017 - March 2020

- Built a responsive website using HTML/CSS and JavaScript to help the church grow and expand their congregation.
- Maintained the website weekly and updated it whenever new information (bulletins, retreats, sermons) needed to be released.

## PROJECTS

### Pickup — React, JavaScript, HTML/CSS, MapBox, Firebase, APIs

MinneHack 2021 Winner

- Collaborated with a team of developers to construct an application capable of linking people who are in need of food with restaurants that have excess food after working hours.
- Connected the React frontend with Firebase using APIs to produce synchronous updates between authenticated users.
- Placed **1st** out of more than **100** participants in the University of Minnesota's annual hackathon.

### Image Filter — Python, Machine Learning, PPM Image Format

- Implemented a program that uses machine learning to reduce an image down to however many core colors its users select.
- Constructed a k-means clustering algorithm to find the dominant colors of an image and reduce it to only those colors.

### CalcShare — JavaScript, HTML/CSS, Kotlin, Web Sockets, APIs

- Built an interactive web calculator that allows real-time collaboration between users who are in the same room.
- Developed a JavaScript client to communicate with the servers and designed web sockets to handle the constant influx of data.

### Tumor Scanner — Python, TensorFlow/Keras, Neural Network

- Worked with other developers to create a Convolutional Neural Network that can identify tumors from brain MRI scans.
- Trained the neural network with over **7,000** images and modified it to obtain a final accuracy of **95%**.

## SKILLS

Languages: Python, C++, Java, HTML/CSS, JavaScript, R, GSQL, SQL

Frameworks/Technologies: React, Flask, Express, Node, LaTeX, Git, TigerGraph, Firebase