JIMMY SHI

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Education & Skills

Johns Hopkins University, B.S. Computer Science, Applied Math & Statistics, GPA 3.81/4.0, Dean's List Aug 2018 - May 2021
Coursework: Data Structures, Intermediate Programming in C & C++, Discrete Math, Calculus III, Differential Equations

Competitive Coding:
- ACM International Collegiate Programming Contest Mid-Atlantic Regional: **11th /160 teams** Nov 2019
- Bloomberg CodeCon at JHU: **2nd Place Undergraduate**/31 grads and undergrads (4th Place overall) Nov 2018
- USA Computing Olympiad: Platinum Division, **Top 10% USA** Jan 2017
- USA Physics Olympiad Semifinalist, **Top 290 USA** Feb 2017

Frontend: Very Experienced: React, Redux, Saga, JavaScript/TypeScript, Jest, HTML, SCSS **Familiar:** MaterialUI
Backend: Experienced Java, Python, C#, CLI **Familiar:** Django, WebSocket, Bash, C, C++, Docker, Linux
Workflow: Git branching workflow, Agile, JIRA Confluence Crucible,
Design: Adobe Suite. Designed the Official JHU 2022 Class Banner & Class T-shirt given to 1,300+ Freshman.

Experience

Palantir Technologies, Palo Alto CA Starting May 2020
Software Engineer Intern

Johns Hopkins Applied Physics Laboratory Air Missile Defense, Laurel MD May 2019 — Aug 2019
Software Engineer Intern <React, Redux, Redux-Saga, TypeScript, Jest, HTML, CSS, WebSocket, MaterialUI, Cesium, Docker/>
- Developed UI components using ReactJS and backend Redux-Saga data pipelines for a Department of Defense Integrated Air Missile Defense mission planner for Navy Warfighters
- Merged ~7,700 lines of robust code out of the ~25,000 lines coded by 4-5 active fulltime developers
- Wrote extensive end-to-end tests and integration tests for every feature to verify Redux store states after async calls

Semester.ly, Baltimore MD Jan 2019 — May 2019
Full Stack Software Engineer Intern <React, Redux, JS, Jest, Python, Django, HTML, SCSS, PostgreSQL, Linux, Open Source/>
- Introduced new features to the open-source course scheduling repo and helping deliver schedules to over 5,000 users
- Coded a data import flow using Django MVC framework, interfacing with JHU IT servers to verify thousands of schedules
- Helped other interns with frontend design using ReactJS and SCSS, pushing several visual enhancements to the repo

Princeton University, Troyanskaya Laboratory, Princeton NJ Jun 2017 — Aug 2017
Research Intern <Python, Multiprocessing for Computational Genomics, Bash, Linux/>
- Lead the intern team on research and development of a backend gene fold overrepresentation data analysis repository
- Designed a multiprocessing overhead mapping system, speeding up tests like single-thread PAGE by 5x using just 8 cores
- Wrote seven statistical algorithms and unit tests in 1,500 lines of robust, modular and well-documented code
- Presented findings to the Deputy Director of Genomics at the Simons Foundation in New York City

Activities

HopHacks Hackathon Organizer Team Dec 2018 - Present
Cohead of Design <React, MeteorJS, Linux, LESS, Adobe Photoshop & After Effects /> www.hophacks.com
- Co-designed the Spring 2019 and Fall 2019 website Frontends with over 15,500+ combined views
- I coordinate with the design and website teams helping deliver design materials for each Hackathon event

JHU ICPC Competitive Programming Team Nov 2018 - Present
- On one of two selected teams to compete **at the Mid-Atlantic Regional Contest, we scored 11th/160 teams** in 2019
- I do most of the programming and help recruit new members for my team, we placed **1st at the JHU qualifiers contest**

Awards

2016 National STEM Video Game Design Challenge Team Award ($3,000 prize), 1 of 18 winners from 3,000+ entries Oct 2016
2nd Place/35+ teams, Best Use of Google Cloud ($768), HopHacks Sept 2018
Assistive Tech Track, Best Use of AWS/10+ teams ($500), HackNYU Feb 2017
Best Mobile App/10+ teams ($200), HackMHS II May 2015

Projects

Frontend for AR- Charm City Murals, winner of the HopHacks 2nd Place award github.com/jshi22/Charm-City-Murals
Frontend rendering augmented reality machine learning output using Python, Flask, HTML and Heroku Winter 2019

Video Game- Radiant, winner of the National STEM Video Game Design award github.com/jshi22/Radiant
Developed at a Carnegie Mellon University game academy, 6,000 lines of C# code in the Unity Game Engine Summer 2016