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 2022
Coursework: Data Structures, Intermediate Programming in C & C++, Discrete Math, Calculus III, Differential Equations
Organizations: JHU ICPC Competitive Programming Team, HopHacks **Cohead of Design**, ACM Freshman Board

Web Dev: Very Experienced: React, Redux, Saga, JS/TS, GatsbyJS, Jest, HTML, CSS/SCSS **Familiar:** Open Source, MaterialUI
More Languages & Frameworks: Experienced Java, JUnit, Python, C#, Unity **Familiar:** C, C++, Django, WebSockets, Bash
Productivity & Tools: Agile, Scrum, Docker, Crucible, Fisheye, JIRA, Confluence, Travis CI, Netlify, Heroku, Linux, Command Line, Git
Design: Photoshop, Illustrator, After FX. Designed the Official JHU 2022 Class Banner & Class T-shirt given to 1,300+ Freshman.

Experience

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, Docker, MaterialUI, Cesium/>
- Developed full stack features for a Department of Defense 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 since I began
- Developed an extensible Modal system and wired 25+ asynchronous features querying a synchronization microservice
- Wrote extensive end-to-end tests and integration tests for every feature to verify Redux store states after async calls
- Presented my work to senior leadership within the Air Missile Defense Sector

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 2,000 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 React 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 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

HopHocks Hackathon Organizer Team Dec 2018 - Present
Cohead of Design and Frontend <React, MeteorJS, Linux, LESS, Adobe Photoshop & After Effects /> www.hophacks.com
- Co-designed the Spring 2019 and Fall 2019 website Frontends with over 11,500+ combined views
- Appointed Cohead of Design by the Director after my first year with HopHacks

Jane Street 2019 SEE Program, 1 of 32 invitees May 2019
- Attended an all-expenses paid 3-day trip to Jane Street Headquarters in NYC learning about working on the trading floor
- Selected for my Blotto game entry, using simulations and psychology to rank ~40th/300 entries from fulltime employees

Awards

2016 National STEM Video Game Design Challenge Team Award ($3,000 prize), 1 of 18 winners from 3,000+ entries Oct 2016

Coding Competitions	Platinum Division Qualifier, Top 10% contest ranking	@ USA Computing Olympiad	Nov 2018
	4th Place/31 contestants (2nd Place undergraduate)	@ Bloomberg CodeCon at JHU	Nov 2018
	5th Place/15 teams	@ ACM ICPC Mid-Atlantic Regionals at JHU	Jan 2017
Hackathons	2nd Place/35+ teams, Best Use of Google Cloud ($768)	@ HopHacks, Johns Hopkins University	Sept 2018
	Assistive Tech Track, Best Use of AWS/10+ teams ($500)	@ HackNYU, New York University	Feb 2017
	Best Mobile App/10+ teams	@ HackMHS II, Millburn High School	May 2015

Projects

Machine Learning- Charm City Murals, winner of the HopHacks 2nd Place award github.com/jshi22/Charm-City-Murals
Training vision models on just one image using Python, TensorFlow and Augmentor for recognizing Baltimore murals 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

Android App- Pirate Maps play.google.com/store/apps/details?id=com.CSI.HSSPirateMaps
Navigating buildings, implemented pathfinding using Djikstra's shortest path with backtracking written in C# Fall 2018