SHELDEN SHI

Berkeley, CA · shelden@berkeley.edu
shelden.tech · linkedin.com/in/sheldenshi · github.com/sheldenshi

EDUCATION

University of California, Berkeley **Aug 2019 – May 2023**
Double major in Computer Science and Cognitive Science GPA: 3.8/4.0
Relevant Courses

- *Structure & Interpretation of Computer Programs* (**4 Python projects**), *Data Structures* (**4 Java projects**), *Machine Structures* (**2 C projects, RISC-V**), *Discrete Math and Probability*, *Designing information Devices and Systems*, *Foundations of Data Science* (**4 Data Science projects, Python**)
- *Machine Learning* (Stanford University), *AI for Medicine*, *TensorFlow for Artificial Intelligence* (DeepLearning.AI)

EXPERIENCE

Institute for Security and Technology (IST), San Francisco, CA **May 2020 – Nov 2020**
Software Engineer Intern

- Incremented company's document processing speed by 400% by automating the process with Python and Java.
- Trained NLP translation models for 3 languages and implemented a document translator using Python.
- Collaborated with the publication team to launch an open-source Virtual Library to distribute 400+ Internet Security-related educational resources to the global community.

UC Berkeley, Berkeley, CA **Aug 2020 – Present**
Research Assistant

- Designed Machine Learning pipeline and visualization tools to analyze data from police body cameras.
- Building an AI model to detect negative emotion from vocalizations recorded by body cameras worn by police and developing a warning system for police officers.

Daily Chinese LLC, Shanghai/Detroit, MI **Summer 2018 - Spring 2019**
Founder

- Directed a team of 6 including 2 experienced Mandarin professors from *Shanghai International Studies University* to develop a Chinese learning App.
- Later, sold the app to *Shanghai Yunxuan Information Technology Ltd.* for $50,000 and is now the best reviewed Chinese learning app on Apple App Store

HIGHLIGHTED PROJECTS

Biomedical Literature Visualizer (Team Project), GitHub **Aug 2020 - Oct 2020**

- Lead a team of 4 to build an open-source tool that helps to analyze large sets (200,000 +) of research papers.
- Enabled researches/ doctors/ patients to visualize and discover potential relationships between papers and entities by applying NLP and Graphic algorithms.

Numc, (1-Person Project) **Nov 2020 - Dec 2020**

- Implemented a Python-C API that speeds up matrix multiplication by 150X and matrix power by 2500X by utilizing parallelism.

Lines of Action Board Game AI, (1-Person Project) **Feb 2020 - Apr 2020**

- Built the game in Java and implemented machine player with alpha-beta pruning and minimax algorithm.
- Ranked 2/1700 in the tournament competing against other classmates' algorithms.

LEADERSHIP

Ideas on Consciousness (Student Club) **Aug 2020 - Present**
President

- Designed and instructed a student-taught class at Berkeley on artificial intelligence and consciousness.

UC Berkeley *CS Tutor* **Jan 2020 – May 2020**

- Provided in-person instruction to 10 CS61A students with class materials and achieved grade improvement in 100% of students tutored over a five-month period.
- Helped students assemble lesson plans to keep them on track with the class material and mentored them with personal projects to further practice the skills learned from the course.

SOFTWARE SKILLS

- **Programming Language**: Python3, Java, C, SQL, HTML, JavaScript, MATLAB
- **Other**: React, REST, Cloud Computing (Azure, Google Cloud), Git, Linux, Microsoft Office, NodeJS, TensorFlow