Phillip Shih

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EDUCATION

University of Illinois at Urbana-Champaign — Technical GPA: 3.81
B.S.-M.C.S., Computer Science — Expected May 2018 Graduation

WORK EXPERIENCE

Qualtrics

Software Engineering Intern, Distributions Team — Summer 2016

- Wrote a REST API micro-service in NodeJS using the Hapi framework backed by DynamoDB that actively serves production traffic
- Integrated the service into the existing Java codebase
- Worked with the different components of Qualtrics' release pipeline and infrastructure including Gitlab, Jenkins, Docker, Consul, Rundeck, Hiera, and Puppet
- Wrote unit and integration tests that provided 100% code coverage for my service
- Built a basic user interface using Angular2 and Bootstrap

Course Assistant for Discrete Structures (CS 173) — Spring 2015

- Helped a graduate TA lead a weekly discussion section of 30 students in which we offered individual assistance and demonstrated discussion problem solutions on a whiteboard
- Held office hours twice a week for one-on-one assistance with homework assignments and help with general conceptual understanding

PROGRAMMING PROJECTS

Plushie Tycoon Autoplayer (Javascript) — Summer 2015/Refactored Summer 2016

- Wrote a basic AI to play the HTML-based game Plushie Tycoon, allowing users to earn the game's monthly rewards while reducing the daily time commitment from 9 hours to 10 minutes.
- The program models the state of the game as a finite state machine and adds HTML buttons to the game's pages to provide a basic user interface

Pebble Watch Face (C) — Summer 2016

- Used the Pebble SDK to create a watch face for my Pebble to suit my personal preferences

Chess Game (Java) — Spring 2016

- Created a basic two player chess game with GUI, server/client functionality, and custom pieces using an MVC pattern

Taiwanese American Students Club Family Placement Program (Java) — Summer 2015

- Analyzed data from a survey to place 300 members of TASC into 8 families, automatically evaluating compatibility between general members to create cohesive groups
- Allowed the Community Chairs to finish the task in less than half the time it had taken the previous year

TECHNICAL SKILLS

Programming Languages (Most to least familiar)

Java, Javascript (Node.js), C, C++, Python, HTML/CSS

Notable Coursework

Data Structures, Computer Architecture, Systems Programming, Numerical Methods, Algorithms & Models of Computation, Data Mining, Virtual Reality
In Progress: Algorithms II, Program Verification