

SHEA H. BELSKY

EDUCATION

Cornell University

B.S. Information Science, May 2018 (User Experience & Education)

M.P.S. Information Science, December 2018

WORK EXPERIENCE

Google *User Experience Engineer Intern*

- Summer 2018, internal prototype and tooling engineering
- Developed Assistant prototypes to be used in internal research
- Worked with designers and researchers to rapidly ideate
- Combined development with user interface design principles

Ezra Tech *Co-Founder, CTO, and CIO*

- Full-stack solution for Science Olympiad event management
- Created and maintain user experience and technology stack
- Aid tournament organizers, coaches, and students with logistics
- Provide organizers with total information collection & statistics

UX & Software Dev. Studio *Head Teaching Assistant*

- INFO 4340, new Information Science course for Fall 2018
- Work with professor to develop course structure and content
- Manage undergraduate TAs, create homework assignments
- Previous TA for Intro/Intermediate/Data-Driven Web Dev. courses

Cornell Design & Tech Initiative *Former Developer Lead*

- Coordinated developers across all DTI projects
- Aided individual projects on an as-needed basis
- Interviewed potential developers, trained members
- Worked with other team leads for team planning and decisions

IBM Watson *Front End Web Developer Intern*

- 2016: Used Speech-To-Text and Conversation in Try/Buy app
- 2017: Developed video summarization algorithm, API, and client

PROJECTS

Trends in Modern Web Dev. *Cornell Design & Tech Initiative*

- Weekly course introducing industry standard web technologies
- Creator and lead instructor for student-led course
- Developed curriculum, slides, and assignments
- Met with Cornell administration & faculty to implement this course

National Science Olympiad 2019

- National competition with thousands of student participants
- Serve as member of organizing committee
- Build website and event branding material

Intro to Game Design *Fridge Raiders: Caught Bread Handed*

- Work with other designers and developers to create video game
- As UI Designer, perform user testing/interviews to ensure quality
- Voted "Audience Choice" at GDIAC Spring 2017 Showcase

CONTACT

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SKILLS

Languages

HTML, CSS, JavaScript, TypeScript
SQL, PostgreSQL, MongoDB, Bash

Frameworks

Bootstrap, React, Redux, Vue
Angular, Webpack, Node, Express

Software

Adobe Photoshop & XD, Invision
Sketch, Figma, Framer, Docker, Git

COURSEWORK

- Communication & Technology
- Data-Driven Web Applications
- Designing Tech for Social Impact
- Human-Computer Interaction
- Intro & Advanced Game Design
- Intro to Data Science
- Information Ethics, Law, & Policy
- Networks, Crowds, & Markets
- Rapid Prototyping
- Teams & Technology

EXTRACURRICULAR

InfoSci Student Association

Advisor (2017-2018)

President (Spring 2017)

Vice President (Fall 2016)

Slope Day Programming Board

Recruitment Dir. (2017-2018)

Volunteer Dir. (2016-2017)

Cornell Performing & Media Arts

Actor (2015-2018)

Asst. Stage Manager (Fall 2017)