SHEA H. BELSKY

EDUCATION

Cornell University
B.S. Information Science, May 2018 (User Experience & Education)
M.P.S. Information Science, December 2018

WORK EXPERIENCE

Wayfair   *Front End Developer*
• March 2019, front end development for online storefront
• Improve customer experience, retention, and conversion

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
• Improve access to information, analytics, and communication

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   *Developer Lead*
• 2017-2018, 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

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
• Worked with Cornell faculty and staff to implement 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, Illustrator, XD
Invision, Sketch, Figma, Framer, Git

COURSEWORK

• 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
• Sensemaking
• 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)