

SHANNON KE

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2580 Walden Estates Dr.
Marietta, GA 30062

Education

Georgia Institute of Technology:

- Bachelor of Science in Computer Science since Fall 2016
- GPA: 3.75/4.0
- Expected Graduation – May 2020

George Walton Comprehensive High School

- Graduated 2016 - top 2% of the class with honors

Programming Languages

Proficient in:

Python

Java

C#

Familiar with:

C

Javascript (React/Redux)

Assembly

HTML/CSS/JQuery

Software

Unity

Sketch

Adobe After Effects

Paint Tool Sai

Musescore

Skills

UX Design

Graphic Design

2-D illustration and animation

Musical Composition

Teamwork

Leadership

Data structures and Analysis

Creative and hard-working computer science undergraduate searching for an internship in the software development or entertainment industry

Experience

UX Design Intern at Manhattan Associates

Summer 2018

- Used Unity to develop six fully fleshed out virtual reality scenarios to simulate augmented reality user interfaces in a virtual warehouse and manager's office
- Designed UIs for the AR HUD present in the VR scenarios and developed user stories and use cases
- Designed UIs for a newly developed environment configuration software using Sketch to create mockups and Marvel to prototype designs
- Presented and "performed" VR scenarios with Unity and the HTC Vive to company CFO and various project leads from different departments

Teaching Assistant for Computer Organization and Programming

Fall 2018 - Present

- Assisting in writing assignments, grading, teaching lab and recitation sections, and holding demo sessions and office hours for students in CS 2110 (Computer Organization and Programming)

Direct Marketing Intern at Peak Enterprises and AT&T

Summer 2017

- Solidified communication skills working one on one with customers, satisfying their questions and concerns while making sure both the customer and myself are comfortable

Projects

Yeji – Gameboy Advance Game

- Fully developed short Gameboy Advance Game in mode 3 written in C
- Illustrated all backgrounds, sprites, and dialogue panels

Core – Android App at PearHacks

- Developed an app on a team designed to be a platform for organizations to post events for users to easily find and attend
- Written in Java and Android Studio

3D-Printed Tricopter – BuildHackGT

- 3D printed a tricopter modelled in CAD software and communicated with motors via Arduino and Raspberry Pi
- Used Wi-Fi connection emitted from Raspberry Pi to pull up the display on a laptop, then controlled the drone through keypresses transmitted from the Pi to code loaded into the Arduino

BeekeeperGo – using Unity

- Managed a game development team, designed an app where players may take bee and flower pictures that are sent to an AWS server to crowdsource location data
- Lead designer, artist, and project manager

Pacman – Machine Learning

- Controlled pacman's movements with supervised and unsupervised machine learning algorithms
- Ultimately created and trained a neural network based on training data found through online databases

Drawchange Volunteer Portal – Bits of Good

- Worked on a team to build a volunteer portal website using javascript and react/redux as the framework

Facebook Connectivity Index – HackGTeeny

- Developed a chrome extension linked to a web server that reads from the Facebook API

Personal Website: shannon-ke.github.io

LinkedIn: www.linkedin.com/in/shannon-ke-01731412b/

Github: <https://github.com/Shannon-Ke>

Instagram: www.instagram.com/crymsonfire/