Shawn Aviles

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Education

Stevens Institute of Technology, Hoboken, NJ

B.Eng in Computer Engineering, **Conc.** in Software Engineering & Design

Masters of Science in Computer Engineering

Expected December 2024

Expected May 2025

GPA: 4.00/4 | Awards: Edwins A. Stevens Scholarship, Stevens Grant, Kenneth W. Freeman Scholarship, Dean's List

Courses: Data Structures and Algorithms, Probability and Statistics, Differential Equations, Discrete Mathematics, Engineering Design and Systems Thinking I II III & IV, Microprocessor Systems, Entrepreneurial Thinking, Information Systems Engineering **Leadership:** <u>President</u> of the Men's Volleyball Club, <u>Vice President</u> of Projects for Blueprint, <u>CPE Student Advisory Council</u> Rep.

Work Experience

Software Developer Intern | Remote

Stevens Institute of Technology

May 2022 - November 2022

- Worked for Prof. Alex Wellerstein to create a pdf annotation desktop application for macOS & windows using **ElectronJS**
- Developed browser feature to traverse, search, filter, & update local file system storage using **jQuery**, **NodeJS**, & **Bootstrap**
- Created feature allowing data fields to be indexed to improve user experience, querying speed, and extensibility
- Deployed PHP Server to sync & update JSON files containing 1500+ annotations across all instances of the application

Coding Instructor | Remote

Varsity Tutors

December 2021 - August 2022

- Collaborated with students and parents to determine student needs to develop individual lesson plans
- Taught 15+ college students fundamentals of different programming languages like C++, Python, and Java
- Prepared teaching materials & training modules for students to consolidate and convey new information effectively

Code Sensei | Midland Park, NJ

Code Ninjas

June 2019 - April 2020

- Taught 50+ children 3D-Modeling, game development, and programming in JavaScript, Scratch, Lua, and Python
- Conducted one-on-one and group sessions for students teaching via curriculum-based learning

Projects

Stevens Blueprint Website | Club

February 2023 - April 2023

- Built Blueprint chapter's website using ReactJS & TailwindCSS on the frontend adhering to brand assets and wireframes
- Utilized ESLint, Prettier, & Husky pre-commit hooks to ensure consistency & decrease merge conflicts while working in team
- Created **responsive** layouts and **refactored** codebase to prioritize extensibility & scalability for future developers

Sticky Notions | Personal

February 2022 - June 2022

- Developed Sticky Note Web App to sync notes w/ Notion database to increase productivity without hindering cpu usage
- Used ReactJS and Bootstrap to create frontend with an ExpressJS middleware to handle Notion API Requests

Research

Technical Lead - Interactive Document | Hoboken, NJ

Stevens Institute of Technology

December 2022 - Now

- Managed team of 8 students to develop an interactive text formatting system with quizzes, live coding exercises, & records
- Utilized Regex, HTML, CSS, & JavaScript to create dynamic frontend able to generate interactive & formatted documents

Al Researcher - Neural Networks | Hoboken, NJ

Stevens Institute of Technology

January 2022 - September 2022

- Created Neural Network using **TensorFlow** to analyze and predict distance of trees from a given photo for forest mapping
- Tested three iterations of Convolutional Neural Network with differing layers to achieve accuracy of 80%

Skills & Certifications

Languages: JavaScript, Python, C++, HTML, CSS, PHP, Java

Technologies: ReactJS, TailwindCSS, ElectronJS, NodeJS, ExpressJS, jQuery, Bootstrap, MongoDB, Dash

Software/ Certifications: Git, Unity, SolidWorks, Arduino, KiCAD, AutoCAD, AWS Fundamentals & DevOps (Coursera)