Shea E. Line

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Portfolio: https://shealine.github.io/Portfolio-Website-V2

EDUCATION

University of California, Santa Cruz — Santa Cruz, California
B.S. in Computer Science — *Graduated, June 2025*

- **Concentrations:** Game Design
- **GPA:** 3.5/4.00, *Dean's List*
- **Related Coursework:** Data Structures & Algorithms, Computer Programming, Computer Networking, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Web Applications, UI/UX Design, Linear Algebra

EXPERIENCE

BlueFin Solutions LTD — Dar es Salaam, Tanzania
Remote System Design Intern — *May 2024 – Aug 2024*

- Created Figma wireframes for an Insurance Direct Billing web application to expedite claim settlements
- Led development of the front end with React.js, HTML, and CSS.
- Delivered responsive and user-friendly interfaces, enhancing the user experience.
- Collaborated with the backend team to connect the Django system to the frontend with RESTful APIs to ensure seamless integration

PROJECTS

AI Minecraft Build Generator — Santa Cruz, California
React Developer — *Feb 2025 – March 2025*

- Web App that receives the desired size and description of a Minecraft build from the user and generates a build following that description, allowing the user to download a schematic file to import the build into the game.
- Uses an LLM to generate a layered JSON of all the layers of the build, ending with a smaller section of allowed blocks
- Original LLM output is then passed through a genetic algorithm to generate the interior decoration, roofline, and doorways using only the allowed blocks. The build is then scored to generate a more aesthetically pleasing build incrementally

Online Multiplayer Unity Game — Santa Cruz, California
Team Member — *Jan 2025 – June 2025*

- Worked on the dev team to release a Multiplayer Deathrun game using Unity Game Engine on Steam.
- Implemented a multiplayer item system, enabling players to pick up, use, and interact with a variety of items
- Integrated Photon networking for seamless synchronization of item ownership
- Developed a dynamic UI to display item details when in proximity, and integrated with inventory systems

Chess AI Engine — Santa Cruz, California
Team Member — *Jan 2023 – Mar 2023*

- Developed a chess engine using the Negamax algorithm with Alpha Beta Pruning
- Optimized the AI to achieve a max depth of 4 using piece square tables and Zobrist hashing

ACTIVITIES AND LEADERSHIP

Sigma Pi Fraternity International — Santa Cruz, California
Executive Council — *Jan 2022 – Jan 2024*

- Served as an Executive of an organization of 40+ members, planning events, managing members, and leading recruitment
- Developed a donation website to send to alumni, which became responsible for 30% of the fraternity's revenue

UCSC Association for Computing Machinery — Santa Cruz, California
Club Member — *Jan 2023 – June 2025*

- A student-run organization that strives to create a supportive community for passionate computer science students.

SKILLS

Programming: Python, JavaScript, TypeScript, React.js, Node.js, MATLAB, C++, C#, Lua, PostgreSQL
Tools: VScode, Unity, Git, Py4web, Vite