

Shea E. Line

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

EDUCATION

University of California, Santa Cruz

B.S. in Computer Science

Santa Cruz, California

Expected Graduation, June 2025

- o **Concentrations:** Game Design
- o **GPA:** 3.32/4.00, *Dean's List*
- o **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Computer Networking, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Linear Algebra

EXPERIENCE

BlueFin Solutions LTD

Remote System Design Intern

Dar es Salaam, Tanzania

May 2024 – Aug 2024

- Created Figma wireframes for an Insurance Direct Billing and Settlement 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

Spotify-Based Concert Finder

React Developer

Santa Cruz, California

Jan 2024 – Mar 2024

- Integrated Spotify OAuth2 authentication to allow users to securely log in, link their Spotify accounts, and retrieve listening history.
- Connected to Songkick/Bandsintown APIs to gather and display relevant live shows and concerts for users' favorite artists
- Designed and implemented a mobile-first UI using CSS Flexbox and media queries, achieving a 100% responsive layout.

Chess AI Engine

Team Member

Santa Cruz, California

Jan 2024 – Mar 2024

- 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

Advanced Networks Project

Team Member

Santa Cruz, California

Jan 2024 – Mar 2024

- Used Cisco Packet Tracer to design and simulate a real-world enterprise campus network, implementing key networking protocols and technologies.
- Configured VLANs, trunking, Spanning Tree Protocol (STP), EtherChannel, First Hop Redundancy Protocols (FHRP), Layer 3 switching, and OSPF within the network architecture.

ACTIVITIES AND LEADERSHIP

Sigma Pi Fraternity International

Executive Council

Santa Cruz, California

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

Club Member

Santa Cruz, California

Jan 2023 – Present

- 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

Tools: VScode, Jupyter Notebooks, Git, Vite