

# 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

Expected Graduation, June 2025

- o **Concentrations:** Game Design
- o **GPA:** 3.41/4.00, *Dean's List*
- o **Related Coursework:** Data Structures & Algorithms, Computer Organization & Programming, Computer Networking, Machine Learning, Artificial Intelligence, Object-Oriented Programming, 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 – Present

- 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 – 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#, Py4web, Lua, PostgreSQL

**Tools:** VScode, Unity, Git, Vite