Jianing Shi

412-417-7088| jshi4@andrew.cmu.edu | https://www.linkedin.com/in/jianing-shi/

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Science in Information Systems, High Honor Dean's List
Relevant Coursework: Principles of Imperative Computation (Data Structure and Algorithm),
Fundamentals of Programming and Computer Science, Database Design and Development, Application
Design and Development, Design Human-Centered Software, Probability and Statistical Inference

Graduate May 2026
GPA: 3.86/4.0

SKILLS

Web Design and Development	HTML, CSS, JavaScript, Figma, Bootstrap
Programming & Database	Ruby, Python, C, SML, PostgreSQL, MongoDB, GitHub
Statistical Analysis	R
Analytical and Critical Thinking	

RELEVANT PROJECTS

Nov 2022 – Mar 2024

Course Project 1 (2023): Database Design and Development (67-262), Re-develop the Early Stages of Tik Tok Database
- Engineered the database lifecycle for Tik Tok using PostgreSQL, encompassing the creation of conceptual, relational and physical model. Successfully normalized the database schema to the Boyce-Codd Normal Form (BCNF)
- Constructed in-depth research on TikTok's business model and strategies, formulated 10 user stories, and executed them via SQL queries.

Course Project 2 (2023): Application Design and Development (67-272), Gotham City Crime Management System Development
- Achieved comprehensive full-stack development, beginning with the analysis of User Cases, to the implementation of back-end functionalities, and database construction for a Gotham City Crime Investigation System
- Employed the principles of Model-View-Controller and iterative development methodologies throughout the project lifecycle
- Wrote and integrated over 3000 lines of Ruby code to complete the system's development

Course Project 3 (2023): Information System Milieux (67-250), Web Development Project
- Built a responsive web design based on the needs of Say It With Sweets Dessert Store
- Designed the Web interface using Figma
- Built 10 pages using HTML, CSS, and JavaScript
- Conducted user testing with 10 users and iterated all designs with user experience in mind

Course Project 4 (2022): Fundamentals of Computer Science (15-112) Term Project
- A 3 min video on this project:https://drive.google.com/file/d/1BY8eezNx9FiYXgTl6qMoPsz4SAWiVRPE/view?usp=sharing
- Created a Match-3 Game in which players can freely swap the the positions of neighboring elements to eliminate objects
- Applied Flood Fill Algorithm, Gravity Simulation, Pathfinding Algorithm, and Optimization Algorithm to increase game complexity and user experience
- Finished 1200+ lines of code in Python using OOP

PROFESSIONAL EXPERIENCE

Teaching Assistant, Part-time Intern | Roncoo-Education, Nanjing, China　　　　　　　　　**May– Aug 2022**
- Teaching TOEFL, IELTS, and other language standardized tests for study abroad as a teaching assistant.