Steven Shi

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Technical Skills

Languages: Java, Python, SQL, JavaScript, Go, HTML/CSS, C/C++, Swift, TypeScript
Frameworks: React, Flask, JQuery, Tailwind, Pygame, Swing, Express.js, Django, Bootstrap, Spring
Developer Tools: Git, Github, VS Code, PyCharm, Vite, MongoDB, Node.js, Linux, Eclipse IDE
Libraries: Pandas, NumPy, Matplotlib, Jupyter

Experience

School News Board   September 2023 – June 2023
Victoria Park CI   *[Github]*
- Co-created a website for my high school to post announcements
- Developed a database using **MongoDB** to store posts and user information
- Had over **170 news posts** over a 10-month period
- Used **JavaScript** with **HTML** and **Bootstrap** for frontend display, and used **Express.js** as a back-end framework and for route management

Camp Counselor   June 2023 – August 2023
City of Toronto
- Lead **20+** children in a variety of activities
- **Collaborated** with co-workers to create engaging games and ensure campers safety
- Displayed **Communication skills** with parents to provide updates on child's progress

Projects

NLP Sentiment Analysis Stock Dashboard | *Python, NumPy, Pandas, React, JavaScript*   *[Github]*
- Developed a stock dashboard **full-stack application** providing market analytics, recent news articles, and news sentiment analysis for specified company, built with **JavaScript** using **React** and **Tailwind**
- Employed **web scraping** using **Beautiful Soup** and **Pandas** to create dataset with **over 300** news headlines **for each company**
- Utilized **Python's Natural Language Toolkit** and **machine learning** to determine sentiment of headlines
- Created **REST API** in Python with **Flask** to return **JSON data** about sentiment analytics and article links

Three.js Personal Website: stevenshi.ca | *Tailwind, React, Typescript, Three.js, GSAP*   *[Github]*
- Employed **Three.js** and **WebGL** for graphics rendering
- Implemented **GSAP** for smooth animations throughout the site
- Incorporated **Tailwind** and **React** for UI/display of the site

Fighting Game | *Java, Swing GUI*   *[Github]*
- Designed a **2-player** platform fighting game with **3 maps** and **5 usable items**
- Used **Java** with **object-oriented programming** principles to implement logic and backend
- Utilized **Swing** library for GUI and graphics

Education And Certifications

University of Waterloo   Waterloo, ON
Bachelors of Mathematics in Data Science   *Sept. 2023 – May 2028*
- 4.0 Major GPA
- *Awards*: Waterloo President's Scholarship of Distinction