

# Shawn Cai

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## EDUCATION

### Suny Potsdam, New York — *Undergraduate*

Aug 2019 - May 2023 (currently attend)

Computer Science -B.S. GPA: 3.1

Relevant Coursework Completed: Computer Networks(4.0), Data Analysis(4.0),  
Programming Languages, MIPS Assembly and Algorithms.

## AWARDS

2018 VEX Robotics Competition States Reward

2019 UN Champions of the Earth 'Inspiration and Action' Award Co-laureate

2020 Potsdam Hackathon Honorable Mention Award

2022 Google KickStart Participation Award

## PROFESSIONAL/WORK EXPERIENCE

### National STEM

#### *Frontend website Intern*

Participate in re-engineering website projects to improve and consolidate both end-to-end service processes and client visit database optimization.

Restructured communication flow among twelve departments that cut down paperwork by half. Redesigned user interface that doubled website traffic.

Website maintenance and updates with a fast-paced team of fifteen. Created a backend monitor tool that would monitor the updates and visitors, create a digest, then would send email alerts.

### Varsity Tutor

#### *Tutor/Instructor(Part-time)*

One to One Tutoring Java/Python, JavaScript interactive and Programming algorithms at weekends.

Ensured ability to read/test/modify other's code and kept my coding skills/Algorithm systematized/updated. provide feedback to ensure best practices.

## LEADERSHIP EXPERIENCE

### Long Island Chinese American Association

#### *Group Leader Backstage*

Coordinated with other departments of the association to organize 3 large parties (thousands of people participated), assisted in the planning of the parties, mainly responsible for backstage and personnel review.

Organize hundreds of volunteer member recruitment, responsible for staff scheduling in the district.

## TECHNICAL SKILL

Java/Kotlin

C/MIPS/Scheme

Python/R

JavaScript/PHP

JQuery

SQL

UI Design

## LANGUAGE

Mandarin ★★★★★

English ☆★★★★

Japanese ☆★★★★

## DEVELOPER TOOL

Front End: VS Code

Back End: Node.js

DataBase: PLSQL Navicat

Version Control: Git

Application: API Cloud

Game Engine: Unity

System: Mac/Linux/Windows

Server: Apache tomcat

## FRAMEWORK

Spring Boot

ReactJS/VueJS

## CERTIFICATION

## PROJECT EXPERIENCE

### Personal Website

*Project Owner*

*Present*

Build with vue framework include JQuery library animated whole website, with several of my “Reinventing the wheel” frontend projects listed. Offered two options to visualize those projects.

Created a simulation of Win 7 operating system to visualize front end projects on GitHub. Website fully animated, will work on maintenance and feature updates as my knowledge builds on.

### OpenCV Face Recognition

*PM/Developer*

*November 2021*

Planning the product algorithm, responsible for the framework and interaction of data and training. Studied a lot of open source code, selected the most suitable tools for reference and the design of the algorithm.

Designed crawlers to automate the acquisition of data with copyright maximized usage of index in SQL database, reduced 30% workload, and increased database admin effectiveness by 20%.

### SummonersWar Mod Lua Script

*Developer*

*June 2019*

Built with Lua script on AnJianJingLing platform with color graphic base logic. Performed simulation of real-person farm for runes.

Pushed the updates compatible with the latest version. Realization for not relying color from skills each time when updates.

Add switch for FocusOn, whether to change focus on enemy target. Optimized copy times and automated win rates.