SHERRY SHI

@ xie.f.shi@gmail.com   778 321 7581   xfsherry.github.io

SKILLS

Programming:
Java, Kotlin, Javascript, HTML/CSS, Python, C++, C*

Databases:
Oracle*

* currently learning

EDUCATION

University of British Columbia
Sep 2019 – May 2024 (expected)
Bachelor of Science, Computer Science
Achievements: Dean's Honor List (2019)

PROJECTS

Academic | **Themepark Manager** | Mar - Apr 2021
- Implemented a normalized database using Oracle and Java and Swing for the GUI
- Employed various queries (aggregation, division etc) to search for the desired tuples

`Java  /  Oracle  /  Swing`

Personal | **Cat Tinder** | Dec 2020
- Constructed a tinder like swipe feature using Hammer.js for gesture recognition
- Utilized a cat API for the display of random pictures of cats

`JavaScript  /  CSS  /  HTML`

Personal | **MtG Lifecounter** | Jun - Jul 2020
- Implemented an android application using XML for UI layouts
- Used Java IO for the import of custom images for use in app
- Utilized Android Studio and android packages for the implementation of data persistence

`Kotlin  /  XML`

Academic | **Rock Paper Scissors** | Jan - Apr 2020
- Designed a 2 player game using Swing and AWT as the GUI
- Implemented data persistence of game data with Java IO
- Practiced Test Driven Development using JUnit and exception handling

`Java  /  JUnit  /  Swing`

WORK EXPERIENCE

Vancouver BC | **Nero Belgian Waffle Bar**
Key-Holder/Server | Jul 2016 – Sep 2020
- Progressed from entry level to key-holder position
- Provided customer service for a popular high volume cafe and trained new staff
- Oversaw the opening duties and morning prep for the entire store

Vancouver BC | **Amherst Funeral and Cremation Services**
Administration Assistant | Sep 2018 – Dec 2018
- Performed detail orientated tasks such as data entry and billing clients
- Gained experience in administration and business operations

VOLUNTEER EXPERIENCE

Vancouver BC | **NwHacks**
Volunteer Crew | Jan 2020
- Oversaw the check-in and check-out of equipment inventory
- Helped with event closing and take down