

CHUREN (CHU) SHAO

457 43rd Ave, San Francisco, CA 94121

(530) 220-2832 • chu@cshao.me • cshao.me • github.com/chushao • U.S. Citizen

WORK HISTORY

CBS Interactive - Software Engineer

(Sept 2013–Current) (Jun 2013–Sept 2013 Software Engineer Intern)

- Re-platform B2B websites with 23 million monthly views, including ZDNet, Smartplanet, and TechRepublic.
- Act as west coast point of contact for managing deploys, fixing blockers, and running data migrations.
- Code in various industry standard languages, including Symfony2 PHP, Twig, HTML5, and Javascript.
- Extended and optimized APIs through Solr endpoints instead of MySQL DB calls to speed up and scale responses.
- Work with a global team, answering questions and managing projects with Singapore and UK.
- Gained experience in managing and fixing bugs, optimizing Solr search indexer, and working on a full web stack.

UC San Diego - COGS 121 Tutor

(Mar 2014–Jun 2014)

- Technical tutor for Human Computer Interaction Programming Studio; Created examples and boilerplates.
- Wrote Express webapps that interact with Facebook, Twitter, Instagram, and Tumblr API.
- Answered technical questions, help set up environments, and lead discussions in teaching Node.js, Oauth, d3.js.

BlueHornet/Digital River - Software Engineer Intern

(Jun 2012–Sept 2012)

- Summer internship focused on adding a custom number field for utilization in the Blue Hornet email application.
- Programmed in PHP and worked with Zend framework, front-end UI, and Oracle 11g Database.
- Implemented a feature that is used to send personalized data to millions of subscribers.

Ocean Observatories Initiative - Systems and Network Support

(Jun 2011–Oct 2013)

- Managed a network of over 50 different virtual servers through monitoring tools and shell scripting.
- Worked with various levels of systems operations including hardware diagnosis and hypervisor management.

PROJECTS

Chroma - Google Glass Research Project - UC San Diego

(Jan 2014–Current) (Co-authored - see publication)

- Conducted research interviews and experiments with color blind participants to design a Google Glass Application.
- Utilized the Glass Preview GDK, Android SDK, and OpenCV to implement an augmented reality application.
- Designed the system architecture for app usability and control to fit Nielsen's Usability Heuristics.
- Gained experience in gathering data from clients and designing our application to fit their needs.

Balancr - Human Computer Interaction Project - UC San Diego

(Jan 2014–Mar 2014)

- Built a web app that allows users to insert details about their lifestyles and track their activities through graphs.
- Implemented a full stack web application with Node.js, MongoDB, and hosted on Heroku.
- Gained experience in designing an app focused on usability engineering and human computer interaction.

Humanitarian Engineering Project - We Have We Need - UC San Diego

(Jan 2013–Jan 2014)

- Created an inventory sharing system that support NGOs operating in disaster areas.
- Utilized a variety of web frameworks including Django, Sinatra, Flask, and Node.js.
- Developed leadership skills by leading a small team in writing backend monitoring tools.

PUBLICATIONS

Enrico Tanuwidjaja, Derek Huynh, Kirsten Koa, Calvin Nguyen, **Churen Shao**, Patrick Torbett, Colleen Emmenegger, and Nadir Weibel. Chroma: A Wearable Augmented-Reality Solution for Color-Blindness. In *Proceedings of Ubicomp 2014, ACM International Joint Conference on Pervasive and Ubiquitous Computing*, ACM, New York, NY, USA, 799-810.

EDUCATION

UC San Diego - Computer Science B.S. • June 2014

TECHNICAL SKILLS

- **Programming Languages:** PHP · Python · Javascript · Java · Ruby · MATLAB · Shell Script · C · C++
- **Databases:** Oracle Database 11G · MySQL · PostgreSQL · CouchDB · MongoDB
- **Other:** Git · Vagrant · Bamboo · Jenkins · Nginx