

Julia Shuieh

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Education

Carnegie Mellon University

BACHELOR OF SCIENCE: ARTIFICIAL INTELLIGENCE

Pittsburgh, PA

Aug 2019 – Present

- Overall QPA: 3.66
- Coursework (Fall 2020): AI: Representation & Problem Solving, Probability Theory, Parallel & Sequential Data Structures & Algorithms
- (Past): Imperative & Functional Computation, Theoretical Computer Science, Concepts in AI

Work Experience

VMware, Inc.

Palo Alto, CA

SOFTWARE ENGINEER INTERN - EUC

Jun 2020 - Present

- Write PowerShell scripts to access Windows features and automate installations
- Use Azure CLI to manipulate Microsoft Azure resources, particularly virtual machines
- Create a modular framework to run automated tests for Horizon Agent Installer on Jenkins and locally
- Work on various accessibility and usability issues for Horizon Agent Installer user interface
- Participate in regular meetings and actively reach out to managers for issues or project decisions
- Maintain a focused and efficient workflow while working remotely
- Follow company coding standards and code review procedures
- Encourage team building by establishing and coordinating regular virtual game nights

Juni Learning

Pittsburgh, PA

COMPUTER SCIENCE INSTRUCTOR

Jan 2020 - Present

- Teach elementary to middle school students in Scratch and Python in 1:1 and group classes
- Use graphic design and game creation to teach programming concepts and inspire students' passion
- Guide students through coding projects to practice programming and problem solving skills
- Help students build resilience and grit with hands-on experience in developing and debugging

Extracurriculars

Doran's Lab

Pittsburgh, PA

ORGANIZATION HEAD

Oct 2019 – Present

- Analyzed large volumes of game data by implementing statistical and predictive models
- Organized meetings and maintained effective communication with other leaders and members
- Helped establish new systems to increase interaction and productivity in meetings

FIRST FRC Team (2473)

Cupertino, CA

SOFTWARE SUBTEAM LEAD

Oct 2016 – Jun 2019

- Programmed robot driving code with joystick controls for FRC competition
- Collected and analyzed LiDAR sensor data for corner detection
- Designed robot code architecture to ensure safe error handling during run time
- Designed and programmed interactive display to showcase robot features
- Communicated effectively with various other project teams and lead team members

Cupertino Game Development Club

Cupertino, CA

FOUNDING MEMBER AND PUBLIC RELATIONS OFFICER

Aug 2018 – Jun 2019

- Planned workshops and events to develop students' skills in game development
- Designed social media and video advertising to promote club interest
- Mentored students to help produce full-fledged games for showcases

Skills

Programming Languages: Java, C/C++, C#, Python, Lua, SML, R, PowerShell

Tools and Technologies: Git, Azure, Jenkins, Raspberry Pi, Unity, Eclipse, Visual Studio

Non-technical Skills: Project Management, Critical Thinking, Teamwork, Mandarin Chinese