Julia **Shuieh**

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Education

Carnegie Mellon University
BACHELOR OF SCIENCE: ARTIFICIAL INTELLIGENCE
- Overall QPA: 3.78
- Coursework: Intro to ML, Intro to Computer Systems, Designing Human Centered Software
  (Past): AI: Representation & Problem Solving, Parallel & Sequential Data Structures & Algorithms,
      Imperative & Functional Computation

Pittsburgh, PA
Aug 2019 – Present

Work Experience

Belle AI
INTERN
- Research existing technologies to design and propose full-fledged AI solutions
- Collaborate with technical leads and interns remotely to write detailed proposals
- Worked on projects related to NLP, decision-making, and game design

Cambridge, MA (Remote)
Dec 2020 - Present

VMware, Inc.
SOFTWARE ENGINEER INTERN - EUC
- Wrote Powershell scripts to create a modular framework for automated installer testing
- Setup slave VM and jobs on Jenkins to run daily tests with extensive logging of results and errors
- Regularly updated automated testing based on feature changes in installer versions
- Worked on various UI usability issues and functionality bugs for various Windows installers
- Wrote Python scripts to parse information in MSI and MSP files to be used in patch creation
- Maintained a focused and efficient workflow while working remotely using JIRA and Bugzilla
- Followed company coding standards, code review process for changes, and documentation

Palo Alto, CA (Remote)
Jun 2020 - Nov 2020

Juni Learning
COMPUTER SCIENCE INSTRUCTOR
- 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

Pittsburgh, PA
Jan 2020 - Present

Extracurriculars

FIRST FRC Team (2473)
SOFTWARE SUBTEAM LEAD
- 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, CA
Oct 2016 – Jun 2019

Cupertino Game Development Club
FOUNDING MEMBER AND PUBLIC RELATIONS OFFICER
- 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

Cupertino, CA
Aug 2018 – Jun 2019

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