


Julia Shuieh

Contact

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Education

Carnegie Mellon University

B.S. in Artificial Intelligence

Minor in Psychology

3.84 GPA • 2019 - 2023

Coursework

Introduction to Machine Learning
AI: Representation & Problem Solving
Parallel & Seq. Structs & Algorithms
Designing Human-Centered Software
Introduction to Computer Systems
Imperative & Functional Programming
Statistical Methods & Concepts
Theoretical Computer Science

Skills

Python • C/C++ • C# • Java • HTML/CSS
Powershell • Lua • R • JSON
Git • Unity • Azure • Jenkins • JIRA
AI/ML • Research • OOP • Game Dev
Data Analysis • Project Management
Problem Solving • Team Leadership
Adaptable • Communication

Organizations

Society of Women Engineers
Facebook Above & Beyond CS
SCS4ALL

Honors

Dean's List with High Honors
Palantir Women in Tech Scholarship
Class Valedictorian
National AP Scholar

Hobbies & Interests

Teaching • Mentoring • Robotics • VR
PC Games • Video Editing • Baking
Theatre • Traveling • Food • Music

Experience

AI Research Intern

Belle AI • Cambridge, MA (Remote) • Dec 2020 - Mar 2021

- **Project topics:** NLP, decision-making, game design, CV
- Research current technologies and papers to design and propose innovative, full-fledged AI solutions according to clients' needs.
- Collaborate with technical leads and interns to write detailed proposals.

Software Engineer Intern - EUC

VMware, Inc. • Palo Alto, CA (Remote) • Jun 2020 - Nov 2020

- **Tools:** PowerShell, C#, Python, WPF, Azure, Jenkins, Git, JIRA, Bugzilla
- Created a modular framework for automated testing of command-line and UI functionality for installers used in various Windows OSes.
- Setup daily tests with extensive logging of results and causes of errors that helped catch many installer issues throughout updates.
- Added new functionality and fixed usability issues for installers.
- Wrote scripts to parse MSI/MSP file information for patch creation.
- Presented project with a poster, video presentation, and Q&A session.

Computer Science Instructor

Juni Learning • San Francisco, CA (Remote) • Jan 2020 - May 2021

- **Tools:** Scratch, Python (Turtle, PyGame), Java
- Teach CS concepts to students in elementary through high school.
- Guide students through graphic design, game dev, and AI projects.

Software Project Lead

FIRST FRC Team 2473 • Cupertino, CA • Oct 2016 - Jun 2019

- **Tools:** Java (WPILib), Python (NumPy, SciPy, Tkinter), Raspberry Pi, Git
- Programmed robot driving code with joysticks for competitions.
- Collected and analyzed LiDAR sensor data for corner detection.
- Developed robot code architecture for safe error handling in runtime.
- Created an interactive display to showcase our robot and team.
- Communicated effectively with team members and other project leads to create a complete, coherent product on schedule.
- Mentored new members to train and integrate them into the team.

Founding Member, Public Relations Officer

Cupertino Game Dev Club • Cupertino, CA • Aug 2018 - Jun 2019

- **Tools:** C#, Unity, Wondershare Filmora, Canva
- Planned workshops and events to develop students' skills in game development and knowledge about the game industry.
- Mentored students to help develop full-fledged games for showcases.

Projects

Physics in VR

Augmented Perception Lab • Pittsburgh, PA • Mar 2021 - May 2021

- **Tools:** Unity (Oculus XR), C#, JSON, Git
- Created realistic and fantastical environments to study how users perceive physics interactions (gravity, size) in VR.
- Developed a master script to manipulate all environments and run the study smoothly in a modular framework.

Octave

Game Creation Society • Pittsburgh, PA • Sep 2019 - Dec 2019

- **Tools:** LOVE2D, Lua, JSON, Git
- Implemented menus for song and name selection.
- Designed and integrated database of song and high score data.