Julia Shuieh

Contact

julia.shuieh@gmail.com ✉

(408) 707-2917 📱

Cupertino, CA 📍

jshuieh.github.io 🔗

linked.com/in/juliashuieh in

Education

Carnegie Mellon University

B.S. in Artificial Intelligence
Minor in Psychology
3.78 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
Theoretical Computer Science

Skills

Python · C/C++ · C# · Java · HTML/CSS
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
Game Creation Society
SCS4ALL

Honors

Dean's List with High Honors
Class Valedictorian
National AP Scholar

Hobbies & Interests

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

Professional 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 remotely 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.
- Maintained a focused and efficient workflow while working remotely.

Computer Science Instructor

Juni Learning · San Francisco, CA (Remote) · Jan 2020 - Present

- **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.

Extracurriculars

Research Assistant

Augmented Perception Lab · Pittsburgh, PA · Mar 2021 - Present

- **Tools**: Unity, C#, Git
- Worked on various XR projects to study how people perceive and interact with digital information and interfaces.
- Created realistic and fantastical environments to study how users perceive physics interactions in VR.

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.
- Designed and programmed interactive display to showcase robot features that helped our team get chosen as an alliance member.
- 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.
- Created social media and video advertising to promote club interest.
- Mentored students to help develop full-fledged games for showcases.