


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

Skills

Python • C/C++ • C# • Java • HTML/CSS

Bash • Powershell • Lua • R • JSON

Git • Unity • Azure • Jenkins • JIRA

AI/ML • Research • OOP • Game Dev

Data Analysis • Project Management

Problem Solving • Team Leadership

Adaptability • 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 • Personal Finance • Baking

Theatre • Traveling • Food • Music

Experience

Software Engineering Intern

Roblox • San Mateo, CA (Remote) • May 2021 - Present

- **Tools:** Sourcegraph, Github Actions, Drone, YAML, Bash, CI/CD, JIRA
- Develop a CI system for Sourcegraph batch changes to incorporate code review process and decrease onboarding time for new users.
- Create a converter to migrate Drone workflows to Github Actions.
- Write specs and lead meetings regarding important design decisions.

AI Research Intern

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

- **Project topics:** NLP, decision-making, game design, CV
- Researched current technologies and papers to design and propose innovative, full-fledged AI solutions according to clients' needs.
- Collaborated 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.

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.

Projects

Gender and Negotiation in Online Freelancing

CoEx Lab • Pittsburgh, PA • Jun 2021 - Present

- **Tools:** Python (PyTorch, Statsmodels, Scikit, Pandas, Numpy, Scipy)
- Develop a negotiation tool for online freelancers, incorporating techniques and strategies to help shrink the gender wage gap.
- Iterate on machine learning models for rate-setting based on current freelancer rates and job market.
- Research and design further studies on freelancer platforms, communities, and difficulties in negotiation and rate-setting.

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.