

Charles Shi

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EDUCATION

University of Illinois at Urbana-Champaign

Sept 2020 - May 2023

Bachelor of Science, Computer Science and Statistics (Dean's List)

GPA: **3.92/4.00**

- Relevant Coursework: Algorithms and Models of Computation, Data Structures, Object-Oriented Programming, Computer Architecture, System Programming, Advanced Statistics and Probability

EXPERIENCE

Google — Software Engineer Intern

Aug 2022 - Nov 2022

- Writing **C++** software to fuzz test systems that monitor Google Cloud infrastructure and send alerts when issues arise.

Microsoft — Software Engineer Intern

May 2022 - Aug 2022

- Developed a code formatter for an internal programming language that Microsoft researchers utilize and wrote APIs that reformatted more than **75** existing files in the codebase.
- Implemented the “find all references” IDE feature by traversing abstract syntax trees and comparing node metadata.
- Tested the code formatting and find references features by writing unit and end-to-end tests in **Scala** and **TypeScript**.

AT&T — Software Engineer Intern

June 2021 - Aug 2021

- Migrated on-premise software to the cloud by writing timer-triggered **Azure** Functions that execute **Python** query calls to **MariaDB**, reducing hosting cost and memory usage by **25%**.
- Automated the documentation process for **Java** APIs by generating JSON files with API definitions using **Swagger**.
- Navigated through AT&T's large codebases and fixed assigned software defects and bugs with **Angular**.

Futurist Academy — Software Engineer Intern

June 2020 - Aug 2020

- Created a full-stack application that takes in any research paper and outputs similar COVID-19 research papers using Natural Language Processing and graph databases (stored over **1.5 million** edges and nodes).
- Built a personalized patient dashboard with data visualizations and patient statistics using **Python** and **GSQl**.
- Developed and used REST APIs to interact with **TigerGraph** and enhance overall security for projects.

STEM Builders — Computer Science and Robotics Teacher

Jan 2019 - Jan 2022

- Taught programming languages (Python, Java, HTML/CSS, Scratch) and robotics to more than **50** K-8 students.
- Designed and planned final projects that assessed the students' problem-solving skills while incorporating their interests.

PROJECTS

Pickup — React, JavaScript, Mapbox, Firebase

MinneHack 2021 Winner

- Collaborated with a team of developers to construct an application capable of linking people who are in need of food with restaurants that have excess food after working hours.
- Placed **1st** out of over **100** participants at the University of Minnesota's hackathon, winning **\$1,200** in prizes.

Pathfinding Visualizer — C++, Cinder, Catch2

- Created a **Cinder** application where users can draw mazes and visualize the Bidirectional BFS, DFS, and A* algorithms.
- Designed each algorithm with optimal runtimes and wrote more than **20** **Catch2** unit tests to guarantee their correctness.

Tumor Scanner — Python, TensorFlow, Streamlit

- Implemented a Convolutional Neural Network that can identify tumors from brain MRI scans with **95%** accuracy.
- Trained the neural network with over **7,000** images and built an interface using **Streamlit** for users to upload MRI scans.

SKILLS

Languages: Python, C++, C, Java, HTML/CSS, JavaScript/TypeScript, Scala, LaTeX, SQL, R

Frameworks/Technologies: React, Angular, Flask, Express, Node, TensorFlow, Pandas, Swagger, Git, Firebase