

Eilen Shahbaz

 eilenshabbaz  eilenshabbaz  shahbaze@berkeley.edu  209-277-7136

EDUCATION

University of California, Berkeley

August 2015 – May 2019

B.A. Computer Science | GPA: 3.4

Coursework: Data Structures, Efficient Algorithms and Intractable Problems, Database Systems, Artificial Intelligence, Machine Structures, Computer Security, Structure and Interpretation of Computer Programs, Discrete Mathematics, Calculus, Designing Information Services and Systems

SKILLS

Languages

Python • Java • C • Go • JavaScript

Web

Django • React • Redux • HTML • CSS • Bootstrap

Databases

PostgreSQL • MongoDB • MySQL • SQLite

EXPERIENCE

Atlassian – San Francisco, CA

Summer 2018

Software Developer Intern | Bitbucket

- Created an accessible UI for the Bitbucket Support Staff to view essential information regarding Bitbucket Connect Apps integrations – used Python, Django, PostgreSQL, HTML, CSS, JavaScript.
- Increased Bitbucket Marketplace app discoverability by using React/Redux to create a custom component feature for the repository and PR pages.

E&J Gallo Winery – Modesto, CA

Summer 2017

Software Engineer Intern | Marketing Systems

- Developed and maintained websites working with PHP, JavaScript, jQuery, Bootstrap, Ruby on Rails, HTML, and CSS.
- Supported six different teams and implemented their functionality needs and preferences for the brand websites.

E&J Gallo Winery – Modesto, CA

Summer 2016

Data Analyst Intern | Consumer and Product Insights

- Improved efficiency of data access to agents by 25% by migrating and consolidating all relevant information from multiple databases into a single CRM.
- Updated and validated product information and calculated new nutrition facts for all wine products.

E&J Gallo Winery – Modesto, CA

Summer 2015

Business Analyst Intern | Information Services

- Established a standard operating procedure for the financial approval process by leveraging existing systems and integrating a paperless process.

PROJECTS

BearMaps – Java

Built a map application using images and data from the OpenStreetMap project, creating a Google Maps like interface for the area surrounding Berkeley. Like Google Maps, my application can find the fastest route between any two points and can display any part of the region in a variety of zoom levels.

SecureBox – Go

Designed and used Golang's crypto library to implement an application to store files on an insecure server while maintaining confidentiality, integrity, and authenticity. User can share files with other users, append to a shared document, and delete the document from server.

Pac-ManAI – Python

Used model-based and model-free reinforcement learning to program an agent to efficiently traverse the Pacman Gridworld. Additionally, implemented multi-agent search using minimax and expectimax algorithms.