Ian Shin

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Education

The University of Texas - Austin, Computer Science, B.S. / Mathematics, B.S.   2019 – 2023
- *Coursework*: Calculus II, Data Structures, Discrete Mathematics, Computer Architecture, Probability and Statistics, Competitive Programming, Linear Algebra, Operating Systems, Computer Networks, Programming for Performance, Differential Equations
- *Activities/Organizations:* Freetail Hackers, UT Machine Learning/Data Science, UT Filipino Student Association

Skills

- *Languages* - Java, Python, JavaScript, C
- *Tools/Frameworks* - HTML/CSS, React.js, Node.js, Express.js, NumPy, Pandas, jQuery, Flask, MongoDB, REST, Git

Experience

Lockheed Martin, *SWE Intern (Incoming)*   May 2021 – Aug 2021

UT Computational Visualization Center, *Undergraduate Researcher*   May 2020 – Present
- Predicted optimal protein folding configurations and trained deep markov models for medical research.
- Updated legacy software (*TexMol - 2011*) by recompiling with updated dependencies and rewriting CMake files.

Mettle Works, *Summer Intern*   May 2020 – Aug 2020
- Created an intuitive full-stack web application from scratch to extract useful insights from unsorted data files.
- Analyzed tabular data to determine trends like median and clusters within data using K-means.
- Displayed live results from a Flask backend to the React application using web sockets.

CMU Human-Computer Interaction Institute, *Summer Research Intern*   Jun 2019 – Aug 2019
- Collaborated as part of the ClassInSight project to evaluate teachers using sensor-collected data in classrooms.
- Improved the developer dashboard with frame-by-frame video navigation and greatly optimized loading time.
- Added new sections to the user interface that handle data deletion with Django, Python, and React.

Projects

autocite   May 2020 – Present
- Building a Chrome extension that finds and displays cited information on Wikipedia. Users can click quotes to instantly obtain citations using the EasyBib API. Created using JavaScript, jQuery, mark.js, and HTML/CSS.

GluClose (**Second Place Winner**) **-** PennApps 2018   Sep 2018
- Created at PennApps, the world's largest college hackathon. Designed a product that approximates blood sugar levels from saliva and mud and sends alerts to a mobile application if a threshold is passed. Collected data from an Arduino using the PySerial library and sent JSON-converted results to Firebase.

Extracurricular Activities

Freetail Hackers, *Tech Team (UT Organization)*   Jan 2020 – Present
- Created a new option for hackathon sponsors to view and download student resumes using Angular.js & HTML.
- Implemented functionality to send account credentials using Nodemailer, SendGrid, and SMTP transport.
- Hosted workshop on version control using Git to over 100 attendees at HackTX, Texas's biggest college hackathon.

World Mission Frontier, *Instructor & Curriculum Designer (Kigali, Rwanda)*   May 2016 – 2019
- Wrote curriculum, created projects, and traveled to Kigali, Rwanda every summer to teach coding and basic robotics with Raspberry Pi and Python to Rwandan students.