Emily Shoji

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Education

Bachelor of Science, Computer Science — **Los Angeles, CA**
Loyola Marymount University — Expected Graduation: May 2019
Minor: Pure Mathematics
Relevant Courses: Data Structures, Algorithms, Programming Languages, Computer Graphics, Linear Algebra, Multivariable Calculus, Interaction Design, Language Translation & Implementation, Artificial Intelligence, Computer Networks, Software Engineering Lab

Skills

- Fluent: Java, JavaScript, jQuery, Python, HTML, CSS, C++
- Experienced: C, Bootstrap, Node.js, Google App Engine Technologies, JSON, OpenGL, WordPress, MySQL, PostgreSQL
- Beginner: MongoDB, Neo4J, Elm, React

Employment

Computer Science Teaching Assistant — Los Angeles, CA
Loyola Marymount University — August 2018 - Present
- Assist computer science students with problems &questions about 8 hours per week
- Assist the Lab Manager with tasks such as organization of events, lab maintenance, etc.

CSSI Teaching Assistant — Los Angeles, CA
Google Computer Science Summer Institute Extension — July 2016 – August 2018
- Debug students' web applications made using Google App Engine in Python 2.7, CSS, HTML and Google Datastore
- Help instructors with program planning and setup

Notable Projects

- **Mobiedock** – a solution to Los Angeles' dockless micromobility problem. The application to track station locations and information will be developed using React Native, in collaboration with LMU's Engineering and Entrepreneurship Departments.
- **Nebula** – a functional programming language intended for game development environments to be used in a virtual reality setting.
- **LionHouse** – Created using Google App Engine and hosted on the Google Cloud with Google App Engine, A forum type site for users to converse with each other. Created as an example web application for Google CSSIx students
- **Pokémon Searcher** – Using the PokeAPI, Bootstrap & jQuery can search for Pokémon by their ID or name, list all Pokémon of a type or show the first 20 Pokémon.
- **Maze Creator** –Implements direct-manipulation and multi-touch on smart phones, Users can draw, move and delete maze walls, then tilt the phone's accelerometer to move the ball around the screen.