

Emily Shoji

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Education

Loyola Marymount University

Los Angeles, CA

Bachelors of Science, Computer Science, Minor in Pure Mathematics Expected Graduation: May 2019
Courses

| | | | |
|-------------------|---------------------------------|-------------------------|---------------------------|
| Data Structures | Theory of Computer Science | Databases | Intro to Methods of Proof |
| Algorithms | Programming Languages | Artificial Intelligence | Multivariable Calculus |
| Operating Systems | Ordinary Differential Equations | Discrete Methods | Linear Algebra |

Experience & Employment

Computer Science Teaching Assistant

Los Angeles, CA

Loyola Marymount University

August 2018 – Present

- Assist computer science students with problems and questions related to projects, homework
- Be a resource for students in the department in and out of the classroom
- Assist the Lab Manager with tasks such as organization of events, lab maintenance, etc.

Teaching Assistant

Los Angeles, CA

Google Computer Science Summer Institute Extension at LMU

July – August 2018

- Aid student participants in their web development projects using Google App Engine in Python 2.7, CSS, HTML and Google Datastore
- Organize, order, pickup and set up meals for students each day
- Help instructors with program planning and setup each day
- Facilitate student adjustment to the university and to their residence halls

Rains Research Assistant

Los Angeles, CA

Loyola Marymount University

November 2017 – May 2018

- Assist in compiling data about class at the university containing statistics in course material
- Prepare, maintain and update website materials using WordPress technologies
- Interact with faculty across campus to request materials or coordinate data collection

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 Python, HTML, CSS, and hosted on the Google Cloud with Google App Engine, A forum type site for users to converse with each other. Also incorporates
- **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 Game** – Implements direct-manipulation and multi-touch on smart phones, Users can drag to draw, move and delete maze walls, then tilt the phone's accelerometer to move the ball around the screen.

Additional Skills

- **Fluent** in Java, JavaScript, jQuery, Python, HTML, CSS, C++
- **Experience** with C, Bootstrap, Node.js, Google App Engine Technologies, JSON, OpenGL, WordPress, MySQL, PostgreSQL
- **Beginner** in Amazon Web Service Technologies, MongoDB, Neo4J, Elm, React
- **Other Technologies** – Github, MacOS, Linux, Windows, Microsoft Office