# Emily Shoji

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## Education

**Bachelor of Science, Computer Science** — Loyola Marymount University
*Minor, Pure Mathematics* — 1 LMU Drive, Los Angeles, CA 90045
Expected May 2019

## Coursework

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|---|---|---|
| Data Structures & Algorithms | Software Engineering Lab | Theory of Computation |
| Interaction Design | Language Translation & Implementation | Linear Algebra |
| Programming Languages | Artificial Intelligence | Multivariable Calculus |
| Computer Graphics | Computer Networks | Complex Analysis |

## Skills

- **Programming (Proficient):** Python, Javascript, Java, HTML & CSS
- **Programming (Familiar):** C/C++, Elm
- **Technologies (Proficient):** React, jQuery, Bootstrap, Node.js, PostgreSQL, Git, RESTful API
- **Technologies (Familiar):** Google App Engine, MongoDB, Neo4J, OpenGL, AWS
- **Operating Systems:** Windows, macOS, Ubuntu

## Projects

- **MobieDock:** Developed a mobile & web app for MobieDock, an eDocking and charging solution for Los Angeles' micromobility market. The mobile app, which is developed with React Native, tracks & displays station locations and information. The web app displays general information about the project and is developed using React. MobieDock was created in collaboration with LMU's Engineering and Entrepreneurship departments.
- **LionHouse:** Created a forum website hosted by Google App Engine in Python, HTML, CSS, and Javascript, utilizing the Cloud Datastore database and Google Users API.
- **PokéSearch:** A website developed in Javascript using jQuery and Bootstrap, that fetches data from the Pokemon API and searches for Pokemon based on their ID, name or type.
- **Maze Maker:** A mobile web sandbox written in Javascript and jQuery that allows users to use multi-touch features to draw, drag and delete maze walls. The user can then tilt the phone's accelerometer to move a ball around the maze.
- **Nebula:** Developed a functional programming language with other team members intended for game development environments to be used in a virtual reality setting.

## Work Experience

**Google CSSIx Teaching Assistant** — July 2016 - August 2018
*LMU College of Electrical Engineering and Computer Science*

- Aid student participants with coding their software projects using Google App Engine
- Help with program planning and setup for the day-to-day activities
- Facilitate student adjustment to the university and their residence halls

**Computer Science Teaching Assistant** — August 2017 – Present
*LMU College of Electrical Engineering and Computer Science*

- Assist and tutor 5-10 students per shift with computer science-related work
- Explain key concepts to assure students' understanding of varying computer science topics

## Involvement

**Member**, Association for Computing Machinery — 2015 - Present
**Research Assistant,** Mathematics Department — 2017 – 2018