

# Emily Shoji

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<https://itsemshoji.github.io>

<https://github.com/itsEmShoji>

## Education

### Bachelor of Science, Computer Science

Minor: Pure Mathematics

August 2015 – May 2019

Loyola Marymount University  
1 LMU Drive, Los Angeles, CA 90045

## Relevant Courses

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, Jinja2, Express
- **Operating Systems:** Windows, macOS, Ubuntu

## Projects

- **MobieDock:** Developed the website for LMU student start-up MobieDock, an eDocking and charging solution for Los Angeles' micromobility market. 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.
- **Compundium2:** An updated version of a past project using React, Python utilizing the Google User API, Google Datastore and Google App Engine. Users can log in with their Google account and post puns, upvote, downvote other posts and view their pun scores.
- **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:** An API frontend developed in JavaScript using jQuery and Bootstrap, that fetches data from the PokéAPI and searches for Pokémon 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.
- **Nebula:** Developed a functional programming language with other team members intended for game development environments to be used in a virtual reality setting.

## Relevant Employment

### 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 – May 2019

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

Rains Research Assistant, LMU Mathematics Department

2017 – 2018