# **JOEY SHI**

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## **TECHNICAL SKILLS**

Languages: Python, JavaScript, TypeScript, C, C++, Bash, Scala, Java, HTML, CSS, SQL

Frameworks/Libraries: Angular, Express, Socket.IO, React, Flask, Numpy, Matplotlib, ScalaTest, Jasmine, PyTest

Tools/Technologies: Git, Linux, Vim, Android Studio, MATLAB, Microsoft Excel, Docker

#### **EXPERIENCE**

Visier Inc. Jan 2021 – Dec 2021

Software Developer Intern

Vancouver, BC

- Worked in full-stack web development using tools, such as Scala and Angular.
- Implemented Angular UI components for listing and configuring hierarchical tenant content packages.
- Built a Scala backend API with a partner for reporting and correcting data issues in tenant data versions.
- Mentored other co-op students on debugging and traversing large code repositories.
- Wrote and fixed extensive unit tests in ScalaTest and Jasmine.

# **University of British Columbia**

Jul 2020 - Dec 2020

WeBWorK Content Developer

Vancouver, BC

- Implemented WeBWorK questions in Perl for UBC calculus assignments and exams.
- Collaborated with multiple professors to improve exam length, difficulty, and clarity.
- Explored new ways of incorporating visuals and animations into questions using JavaScript and the Desmos API.

### **PROJECTS**

## **Differential Equation Solver** | Python, Matplotlib, Tkinter

Dec 2019 - Present

- Implemented efficient finite difference algorithms to solve ordinary and partial differential equations.
- Designed a graphical user interface in Tkinter and added animated plots for visualizing the generated solutions.
- Built a CI/CD pipeline with PyTest, Tox, and Github Actions.
- Published the application on the Python Package Index.

#### **Multiplayer Browser Platformer** | Angular, p5, Node, Socket.IO

Dec 2021 - Present

- Designed and deployed a real-time multiplayer browser platformer on Heroku.
- Built a backend web socket API to update and broadcast player data.
- Implemented logic for player movement, animation, 2D physics, map design, and tile collision.
- Packaged the application into a Docker container and pushed an image to the Docker Hub registry.

# **Linux Desktop Environment** | *Arch Linux, Zsh, Vim*

Mar 2021 - Present

- Configured an efficient keyboard-based tiling desktop environment from scratch using Xorg and bspwm.
- Wrote shell scripts for automating installing assets and linking dotfiles.
- Automated complex multistep desktop actions by writing shell scripts for sxhkd hotkeys.
- Researched and documented how to set up network, bluetooth, speakers, and display monitors in the Github repo.

#### **Trivia Train** | *Java*, *Android Studio*

Dec 2019

- Requests and processes JSON data from the Open Trivia API to run a high-score based quiz game.
- Wrote simple layouts in xml for user interactions.
- Implemented local high score caching.
- Packaged and released the application on Google Play.

#### **EDUCATION**

# **University of British Columbia**

Sep 2018 - May 2023

Bachelor of Science | Combined Major in Computer Science and Math

Vancouver, BC

Cumulative GPA: 91.1%

• Dean's Honour List (2018 - 2021); Science Scholar (2019)

## **SCHOLARSHIPS**

# Stanley M. Grant Scholarship in Mathematics

Jan 2021

**Charles and Jane Banks Scholarship** 

Sep 2020

Trek Excellence Scholarship Aug 2020