

Jeffrey Shen

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Education:

University of California Los Angeles (UCLA), Los Angeles, CA *Expected June 2024*
B.S. in Computer Science *GPA: 3.73*
Relevant Coursework: *Discrete Math, Linear Algebra, Computer Organization, Software Construction, Operating Systems, Algorithms and Complexity, Data Science*

Experience:

Research Assistant *May 2022 - Present*
Electrical and Computer Engineering Department at UCLA

- Worked in a team of two to develop the lab's conspiracy visualization website
- Created a dashboard that displays analytics of the data collected by the lab
- Implemented features that would link the lab's datamined phrases with current news articles

Capstone Research Project *January 2018 - May 2020*
Department of Computer Science at the University of Kentucky

- Participated in 360 hour capstone research project in collaboration with local college
- Developed and tested multiple generative neural network models in Keras that generate images
- Researched transfer learning to improve performance of Generative Adversarial Network (GAN) models

Projects:

Bruin Bytes *React.js, Node.js, Express, MongoDB*

- Part of a team that developed a full-stack React app that tracks the status of UCLA dining halls
- Created RESTful API to link user preferences and dining hall activity to frontend
- Utilized MongoDB cloud database to store user and dining hall data

CubePlace *C/C++, OpenGL*

- A "Minecraft-esque" voxel game/sandbox programmed using OpenGL for graphics rendering
- Features procedural terrain generation, basic lighting, and support for cube placing and breaking

marketBot *Python*

- Created a python script that automates the buying and selling of cryptocurrencies based on technical indicators
- Retrieves technical information and sends orders through the Binance API

Skills:

Languages: Python, Java, C/C++, HTML/CSS, Javascript

Tools/Technologies: Git, React.js, Node.js/Express, MongoDB, Linux, Bash, OpenGL