

Jeffrey Shen

859-457-9705 | jeffreysen859@gmail.com | www.linkedin.com/in/jeffrey-shen-24a0631b9/ | <https://github.com/jshen12>

EDUCATION

University of California, Los Angeles (UCLA)

Expected June 2024

B.S. in Computer Science

GPA: 3.73/4.0

Relevant Coursework: Software Construction, Operating Systems, Computer Architecture, Algorithms and Complexity, Computer Graphics, Data Science, Computer Networks

EXPERIENCE

Software Engineer Intern

June 2023 – Present

ScribeUp

Los Angeles, CA

- Designed and implemented infrastructure to sync user notifications between the backend and product
- Improved the Next.js main site performance score by 46%, resulting in improved SEO and 33% more site clicks
- Integrated a CMS into the main site through Strapi, allowing for instant edits to page content
- Automated several payment operations in Python with Stripe and AWS lambdas

Full Stack Developer

March 2023 – June 2023

Metis

Los Angeles, CA

- Helped create the MVP of an online story sharing platform built with Next.js and Firebase
- Developed the site's Story Editor feature which supports physical book rendering and real-time collaboration

Undergraduate Research Assistant

May 2022 – August 2022

UCLA Department of Electrical and Computer Engineering

Los Angeles, CA

- Worked in a team of two to redesign and develop the lab's full-stack conspiracy visualization website
- Wrote REST API endpoints using Express and MySQL to retrieve social media corpus data from the lab's in-house Apache linux servers
- Designed and implemented a dashboard using Chart.js that displays daily analytics of data collected by the lab
- Implemented live feed of current news articles correlated to the lab's web scraped phrases

PROJECTS

CubePlace | C/C++, OpenGL

August 2022 – Present

- Created a "Minecraft-esque" voxel game engine written entirely in C/C++, using OpenGL for graphics rendering
- Implemented procedural terrain generation, advanced lighting, over 15 different cube types with support to add more, and mechanics for cube placing and breaking
- Utilized advanced memory management and multithreading to run at 100+ fps on a Lenovo Legion 5 laptop

Coda | Lua

January 2022 – April 2022

- Lead Programmer of *Coda*, a rhythm-based puzzle platformer designed for the handheld Playdate console
- Managed and mentored a team of 7 programmers, distributed tasks, and coordinated with the art team
- Designed and implemented game UI features, dynamic SFX, and several game levels

marketBot | Python

May 2021

- Created a Python script to automate the buying and selling of cryptocurrencies based on technical indicators
- Retrieves and analyzes current Bitcoin technical data and sends orders through the Binance API
- Deployed code on AWS Lambda cloud service to run on a schedule every 10 minutes

SKILLS

Languages: Python, C/C++, Java, OCaml, JavaScript, Typescript, HTML/CSS

Tools/Technologies: React, Node.js, Express, MongoDB, SQL, AWS, Git, Linux, OpenGL, Unity3D