Olivia Shiah

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EDUCATION

University of California, Berkeley   *Expected December 2020*
B.A. in Computer Science
- Selected Coursework: Data Structures (CS 61B), Computer Architecture (CS 61C), Efficient Algorithms and Intractable Problems (CS 170), Discrete Math and Probability Theory (CS 70), Designing Information Devices and Systems (EE 16B)
- GPA 3.826

Canyon Crest Academy, San Diego, CA   *June 2017*
High School Diploma
- GPA 4.48

SKILLS
- Java
- HTML/CSS
- Python
- JavaScript/jQuery
- React/React Native
- Git
- C

EXPERIENCE

Website Development Team Member   *September 2017 – Present*
CodeBase Technical Consulting Club
- Collaborated with team members to create a financial investment mobile application for a Bay Area startup dedicated to connecting investors with emerging startups.
- Worked as a frontend developer to create application modeled off of company wireframes using React Native.
- Implemented collapsable tabs, in-app video viewing, and LinkedIn login authorization.

Computer Science Mentors Tutor   *September 2018 - Present*
UC Berkeley CS 61A Course Staff
- Led weekly tutoring sessions for a class of CS 61A students on course material: Python, SQL, and Scheme, as well as recursion, object-oriented programming, and data structures (trees and linked lists).
- Prepared and presented mini-lectures on course material, walked students through practice problems, and advised students on studying techniques.

Lab Assistant   *January 2018 - May 2018*
UC Berkeley CS 61A Course Staff
- Administered weekly check-ins to gauge students' understanding of course material and corrected any misconceptions.
- Assisted in office hours by providing students with guidance on difficult problems, answering questions on homeworks and labs, and debugging students' projects.

Computational Biology Intern   *June 2016 - August 2016*
University of California, San Diego, BioChemCoRe Program
- Performed research on a protein kinase linked to cancer and its interaction with kinase inhibitors.
- Utilized computational modeling software (NAMD, AMBER, VMD) to simulate protein's interaction and the impact of the inhibitor on protein conformation.
- Created formal research abstract and poster for potential use in academic publications.

Founder and President   *September 2014 - October 2017*
iGEM (International Genetically Engineered Machine)
- Led team in using computational modeling to analyze the success of a glucose biosensor in conditions similar to the human body.
- Created website that introduced the team, outlined our methods, and presented our results.
- Performed administrative duties: organized team meetings, ran fundraising events, tutored members in project.

PROJECTS

Oski's Lair   *February 2018*
- Created an interactive game in which a player navigates a maze using arrow keys with the goal of finding hidden textbooks.
- Implemented saving and reloading game capability, and random maze generation.

Candy Clicker   *May 2016*
- Created "Simon Says" game in which a player repeats a given pattern of flashing candies, which grows longer with each correct player repeat.