

# Oliver Shi

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## Summary

Seeking a software engineering internship – have interest and experience with front-end web development, but also interested in back-end web development and game design.

## Education

**University of Virginia** - School of Engineering - Computer Science Major Aug 2015 – May 2019 (projected)

- Algorithms, Computer Game Design, Program and Data Representation, Software Development Methods, Theory of Computation, Discrete Math
- Differential Equations, Probability, Linear Algebra, Multivariable Calculus

**Thomas Jefferson High School for Science and Technology**

Sep 2011 – Jun 2015

- AP Computer Science, Artificial Intelligence 1 and 2, Mobile App Development, Web App Development

## Skills and Knowledge

- Fluent
  - JavaScript, AngularJS, HTML, Bootstrap (3 and 4), LESS/CSS, Java, Python
- Proficient
  - jQuery, C++, SQL, PHP, Unity
- Other Skills/Technologies
  - Git, npm, AngularUI, AWS, Apache, RESTful API, SOAP, Jenkins, JIRA, MVC/MV\* framework

## Programming Experience

**Software Development Intern at AOL/Oath (Summer 2017)**

- Used AngularJS to improve UI for company CMDB and AOL's Simple Request Service (SRS)
  - Learned AngularJS from scratch at AOL without any technical mentor (to-be mentor went to Capital One)
- Implemented paging feature using a REST call to our internal paging webservice
- Worked together with server-side team to fix CORS issues
- Created UI for creating AWS accounts for AOL employees
- Held weekly training sessions to teach front-end to the rest of team

## Personal Website

- Runs on an aws-ec2 instance using an apache server, SSH with putty to access the VM
- Used AngularJS, jQuery, ScrollMagic, and HowlerJS to add interactivity and music
- Wrote simple server-side scripts (e.g. a comment form) in PHP

## Dome

- Using Unity to create “Dome”, a futuristic roguelike game for my Computer Game Design class

## Runescape Bots

- Programmed fully automated scripts for mmorpg Runescape using Tribot Java libraries and bot client
- Automated tedious actions with AutoHotkey

## Web Development (at TJHSST – high school)

- Created a “Name the U.S. state capitals” quiz game with JavaScript
- Designed an online paint doodle tool using canvas (JavaScript)

## Artificial Intelligence (at TJHSST)

- Implemented an edge detection algorithm to detect edges and lines in an image
- Created a machine learning algorithm for Othello Board Game through weighted squares and simulations

## Extracurriculars

### Smash @ UVa Club

- Organize weekly/monthly tournaments and club meetings

### Taiwanese Student Association

- For spreading Taiwanese culture

## Other

### Introductory Java Summer Camp

Jul 2016 – Aug 2016

- Organized a programming camp using JKarel robot library to teach OOP and raise interest in programming

### Madison House Tutoring

Feb 2016 – May 2016

- Volunteer tutored precalc at Monticello High School, Charlottesville

**Overall GPA – 3.49**