

Shane Waxler

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EDUCATION

San Francisco State University

Bachelor of Science in Computer Science, Minor in Mathematics

- Graduated magna cum laude

San Francisco, CA

August 2018 - May 2022

EXPERIENCE

Software Developer Intern

March 2019 – August 2020

Universal Financial Consultants

San Diego, CA

- Developed an executable Python application to enable user-friendly management of public data for asset allocation models, automating the selection process for improved portfolio performance.
- Wrote an informational/portfolio [website](#) for UFC in HTML, CSS, and Javascript.

Teaching Assistant - CSC 865: Graduate Level Artificial Intelligence

November 2021 — May 2022

SFSU - Computer Science Department

San Francisco, CA

- Wrote an [autograder](#) script in Python which gives verbose grade/plagiarism analyses for each assignment, thereby eliminating the need to hire graders in the future and saving 30+ paid hours per month.
- Host weekly office hours and online help for class-related material.

Machine Learning Researcher

August 2021 – February 2022

PeRL at SFSU

San Francisco, CA

- Effectively predicted user-perception ratings of robot hands via a linear regression model.
- Wrote a website in HTML/CSS allowing research/robotics teams to use our model to predict how users will react to their proposed robot hand design.
- Gathered data from 200+ paid surveys via Amazon Mechanical Turk to train the regression model.

Elementary/Middle School Computer Science Instructor

August 2021 – January 2022

C.R.E.W.

San Francisco, CA

- Write engaging curriculum to engage and motivate young students in a voluntary after-school computer science program.
- Lead classroom environments with students of varying age and familiarity with programming concepts.
- Middle school students were taught Javascript. Elementary school students were taught Blocks.

PROJECTS

[GatorMart](#) - Marketplace for SFSU Faculty and Students

Technologies: *Node, Express, Handlebars, MySQL, AWS*

Sep. 2021 – Dec. 2021

- Successfully led a team of 8 members using Agile methodology to build and ship a safe, secure, and appealing marketplace for SFSU students.
- Assisted in the majority of backend (using MVC architecture) and frontend development.

[Notuno](#) - Multiplayer Online Uno Card Game

Technologies: *Node, Express, PostgreSQL, Heroku*

Sep. 2021 – Dec. 2021

- Wrote the backend for an online multiplayer game from scratch using Javascript and SQL.
- Worked as full-time team-lead for a four-person team. Instructed them on working with large codebases.

[Multithreaded Webserver](#)

Technologies: *Java*

January 2021 – March 2021

- Wrote a functioning Apache-esque webserver from scratch without the assistance of any HTTP libraries.

TECHNICAL SKILLS

Languages: Python, Javascript/Typescript, Java, C, SQL, HTML/CSS

Frameworks/Libraries: Tensorflow, Keras, NumPy, SymPy, Express.js

Developer Tools/Software: GitHub, Linux/Unix, Node.js, MySQL, Apache HTTP Server

Platforms: AWS, Amazon Mechanical Turk, Heroku