Shane Waxler

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CAREER OBJECTIVE

Nearly graduated Computer Science student seeking to apply my knowledge of (and learn more about) machine learning techniques and applications in data analytics.

EDUCATION

San Francisco State University   San Francisco, CA

Bachelor of Science, Major in Computer Science, Minor in Mathematics   *Expected May 2022*

- Major/Minor GPA: 3.70

EXPERIENCE

Teaching Assistant - CSC 865: Graduate Level Artificial Intelligence   November 2021 – Present

SFSU - Computer Science Department   *San Francisco, CA*

- Host weekly office hours and online help for class-related material.
- Promptly respond to questions on Slack, Discord, and iLearn regarding help with class material.
- Wrote an autograder which grades students' assignments and rigorously checks for plagiarism with MOSS.

Machine Learning Researcher   August 2021 – February 2022

PeRL at SFSU   *San Francisco, CA*

- Assess and predict user perception of robot hands using linear regression. User ratings include fields such as human-likeness, maturity, capability.
- Determine similarities between robot hands based on their perception ratings.
- Gather large amounts of survey data using Amazon Mechanical Turk to train the linear regression model.

Software Developer   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 website for UFC in HTML, CSS, and Javascript.

Elementary/Middle School Computer Science Instructor   August 2021 – January 2022

C.R.E.W.   *San Francisco, CA*

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

PROJECTS

Notuno - Multiplayer Online Uno Card Game | *Node, Express, PostgreSQL*   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 | *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: GitHub, Unix, Node.js, MySQL
Platforms: AWS, Amazon Mechanical Turk, Heroku