Shane Waxler

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EDUCATION

San Francisco State University   San Francisco, CA
Bachelor of Science in Computer Science, Minor in Mathematics   *August 2018 - May 2022*
- *Graduated magna cum laude*

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 with Javascript. Elementary school students were taught with Blocks.

PROJECTS

GatorMart - Marketplace for SFSU Faculty and Students
Technologies: *Node, Express, Handlebars, MySQL*   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*   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, Unix, Node.js, MySQL, Apache HTTP Server
Platforms: AWS, Amazon Mechanical Turk, Heroku