

Rhys Shah

(253) 268-8526 | rhys.shah03@gmail.com | Address: 2216 39th St SE Puyallup, WA

[LinkedIn](#) | Github: [rhysiepiecey](#)

EDUCATION

University of Washington

Seattle, WA

Bachelors of Science in Computer Science, Dean's List GPA: 3.5 / 4.0

September 2021 - January 2025

Relevant Courses: Software Design and Implementation (CSE 331), Computer Security (CSE 484), Data Structures and Parallelism (CSE 332), Computer Programming I (CSE 142), Computer Programming II (CSE 143), Calculus of Several Variables, Integration & Infinite Series, Intro to Computer Science 1, Discrete Mathematics, Intro to Algorithms and Design, Hardware/Software Interface, Embedded Systems, Intro to Data Management, Systems Programming, Data Visualization

Technical Skills: Java (7+ years), React/JavaScript (2 years), HTML (2 years), Git (3 years), C++ (4 years), C (4 years), Swift, SQL (2 years), CSS (2 years), Verilog, System Verilog, Microsoft Azure, Python

Languages: Korean (Beginner), Spanish (Intermediate)

EXPERIENCE

Bargreen-Ellison

Sumner, WA

Full-Time Software Engineering Intern

July 2023 – September 2023

- Worked with a full front-end and back-end website team at Bargreen Ellison
- Helped to test, rework, and design features to be merged on a website with over 7k users
- Implemented Dynamic Reranking for search algorithm and set up Google Tag Manager and other analytics for Algolia

Husky Coding Project

Seattle, WA

Front-End Project Leader

September 2022 – September 2023

- Built dynamic website utilizing Typescript / React, receiving user information from Spotify API and designing a unique gaming experience around unique user information
- Experience coordinating with a team of nine developers on a long-term collaborative web project

Private Tutor

(Remote and In-person)

Mathematics

September 2020 – January 2021

- Effectively communicated calculus fundamentals and concepts in Calculus I and II to a long term student

PROJECTS

Spotify Web Game

- Multiplayer interactive website creation using HTML, CSS, and React
- Determined coding requirements for site-creation, including Spotify API
- Utilized TypeScript to display game elements using Spotify user information
- Dynamic data displayed to user with 'follow' capability, coordinated with backend developers to connect the multiple accounts

Security System - Arduino

- Arduino Controlled Security system with motion detector, RFID reader, and alarm
- Implements FreeRTOS library as a scheduler

Campus Path

- Designed object-oriented program creating a functional and interactive map of University Campus Buildings and paths using CSS and HTML
- Implemented Dijkstra's Algorithm calculating the minimum cost paths between buildings
- Built test cases for functional, validation and end-to-end testing in application; led to algorithm adjustments and improvements

Implementing Dynamic Reranking with Algolia Insights

- Implemented Dynamic reranking to search algorithms with Algolia Insights using Google Tag Manager
- Working with a full scale team at Bargreen-Ellison Website in React

King County Metro Ridership Project at UW

- Worked with King County Metro to analyze and visualize ridership and on-time performance of King County Public Transportation routes with graphics designed with javascript, d3, Vega-Lite, and HTML.
- Designed Interactive Data Visuals with information and data provided directly by King County Metro.

LEADERSHIP

Husky Coding Project

Seattle, WA

Front-End Project Manager

September 2022 – September 2023

- Led team of 5 in research, development, and learning software abilities in C++, CSS, HTML and React
- Collaborated on scalability issues with leadership team to coordinate logistics of increasing student-to-CS workshop ratio