

Richard Shin

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Education

Columbia University

Bachelor of Arts, Computer Science

New York, NY

Expected Spring 2022

Relevant Experience

Data Support Intern, Foursquare, Inc.

New York, NY

May 2019 - September 2019

- Using internal tooling, manually created polygons for venues in Foursquare databases to capture and assess location data.
- Improved the machine learning model used in two consumer applications, Foursquare City Guide & Swarm.
- Conducted ad hoc analyses for partner companies utilizing Foursquare location SDK technology, to include Uber, Tinder, and Airbnb.

Communications Specialist, United States Army

Fort Gordon, GA

November 2013 - September 2016

- Achieved the rank of Specialist (E-4) before being discharged from active duty.
- Managed a team of three junior communication operators, providing guidance and mentorship by evaluating monthly performance.
- Operated and maintained military-grade radios transmitting classified information, in support of missions conducted throughout Southeastern United States.

Personal Projects

JoyToys (Web App)

Technology Stack: *Bootstrap, PHP, MySQL* | Project Management, Front End Development

Github: <https://github.com/stanleylalanne/joytoys>

- A web application created to connect underprivileged children with generous anonymous donors, which an emphasis on gift giving. Wishlists are scraped and parsed using a custom Amazon API.
- Built in 2.5 days as a submission for the 2019 City University of New York Hackathon.

Baruch Underground Listing of Professor Ability: Professor Review Site (Web App)

Technology Stack: *Bootstrap, PHP, MySQL* | Sole Developer

Link: <https://www.bulpa.info> | Github: <https://github.com/ricky-shin/bulpa>

- A web application that allows users to anonymously submit reviews for courses and professors at Baruch College. These reviews are then pushed and stored on a MySQL database.
- Reviews are displayed by querying the MySQL database, showing relevant content to users.

Escape Area 51: Raid Survival (iOS App)

Technology Stack: *Swift* | Sole Developer

Link: <https://apps.apple.com/us/app/escape-area-51-raid-survival/id1475180053>

- Features randomly generated barriers that players must pass through to earn points. The game is over upon colliding with a barrier and the total score earned by the player is uploaded to a leaderboard. Players can retrieve this leaderboard to see where they rank amongst other players.
- Passed Apple's stringent review guidelines and published on the iOS App Store.