

Sharon Gao

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EDUCATION

University of Pittsburgh, Dietrich School of Arts and Sciences
B.S. in Computer Science

Pittsburgh, PA
Expected Graduation: May 2019

TECHNICAL SKILLS

Experienced: Java, Python, C#

Frameworks: Guice/Spring, JUnit, Mockito, Flask

Familiar: Ruby, JavaScript, HTML, CSS, SQL

Other: Git, S3, DynamoDB

WORK EXPERIENCE

Amazon – Package Builder Services, AWS Developer Tools (*Java, Ruby*)

Seattle, WA

Software Development Intern

May 2018 – August 2018

- Designed and developed a production-ready artifact file browsing service
- Shored up security problems and latency slowdowns of previous browser
- Implemented authorization and permission checking of AWS accounts
- Improved artifact lookup time by over 93%, from 24 seconds to 1.6 seconds

ANSYS – 3D Modeling Team (*C#, JavaScript, TypeScript, SQL*)

Canonsburg, PA

Software Development Co-op, Rotation 1

September 2017 – December 2017

- Designed and developed an automated profiler tool that improved time taken to investigate performance issues by 40%
- Performed defect triage and prevention, with a focus on high-priority issues
- Improved and simplified developer ramp up process with automated scripts

PROJECTS

Fire Emblem Recreation (*Java*)

- Developed an authentic recreation of the Gameboy Advance title *Fire Emblem* using object-oriented principles
- Implemented customization, allowing players to create and play custom maps and levels in addition to content from the original game

CHIP-8 Interpreter (*Python*)

- Developed an interpreter of the CHIP-8 language that executes machine code instructions to emulate Atari-era games and programs

AWARDS

Honorable Mention/Prize Winner – SteelHacks Hackathon 2017

Honorable Mention/Prize Winner – ShelInnovates Hackathon 2017

2nd Place – First Insight Hack Challenge 2017

RELEVANT COURSEWORK

- Algorithm Implementation
- Data Structures
- Software Quality Assurance
- Introduction to Operating Systems
- Introduction to Web Applications
- Formal Methods in Computer Science