# Shad Gabrielle Reyes

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## EDUCATION

**University of California, San Diego** <span style="float:right">San Diego, CA</span>

*Bachelor of Science in Human Computer Interaction, Cognitive Science* <span style="float:right">*Sept. 2019 – Dec. 2023*</span>

## EXPERIENCE

**Cisco Meraki** <span style="float:right">Jan 2023</span>

*Software Engineer Intern (Full-Stack Development)* <span style="float:right">*San Francisco, CA*</span>

- Incoming Full Stack Software Engineer Intern for Winter 2023

**Toast** <span style="float:right">Sept 2022 – Present</span>

*Software Engineer Co-op (Full-Stack Development)* <span style="float:right">*Boston, MA*</span>

- Software Engineer Co-op on the **EC - Timekeeping** Team under the **Employee Cloud Organization**
- Builds tools/pages to capture, maintain, and broadcast the reality of time worked to help restaurants manage and visualize labor costs. **(Kotlin, React, TypeScript, GraphQL)**

**Amazon** <span style="float:right">June 2022 – Sept 2022</span>

*Software Development Engineer Intern (Back-End Development)* <span style="float:right">*Seattle, WA*</span>

- Worked with the **Featured Offer Service** Team under the **Offers Experience Organization(OffersX)**, I was responsible for the experiences and services that enable developers, including our own, to create tailored shopping experiences for every customer, product, business and marketplace offered by Amazon
- Designed, built and scaled an internal API that enabled Amazon's applied scientists and engineers to deploy experiments faster in the Amazon consumer website. Reduced the API Latency by 70 percent from 50 minutes to 15 minutes **(Java, Mockito, Coral, G2S2, AWS)**
- Collaborated with cross-functional teams, created sequence diagrams, flow diagrams and design documentations.

**UCSD CSE Department** <span style="float:right">Jan. 2021 – June 2022</span>

*Instructional Assistant (CSE Tutor)* <span style="float:right">*San Diego, CA*</span>

- Tutored students in Introduction to Computer Science and Object Oriented Programming courses that has over 600 students. Responsible for teaching 40 students, object oriented programming concepts such as objects, classes and debugging techniques in Python, Java, and Bash Scripting. Developed skills in talking and explaining technical concepts, instructions, and organization.
- An undergraduate computer science TA for courses: CSE 8A - Intro to Programming 1; CSE 11 - Accel. Intro to programming; and CSE 15L - Software Tools and Techniques Laboratory under Professor Joe Politz and Professor Sossai Raj

**UCSD Design Lab (UCSD Summer Research Program)** <span style="float:right">June 2021 – Sept 2021</span>

*Undergraduate Research Assistant* <span style="float:right">*San Diego, CA*</span>

- Worked with Professor Haijun Xia as a HCI student researcher for his summer research internship program. Developed a full-stack web application using Python, Flask, HTML, CSS and JavaScript

## PROJECTS

**My Personal Website** | *HTML, CSS, JavaScript, Git* <span style="float:right">https://shad674.github.io/My_website/</span>

- Developed a Front End website that enables me to showcase my skills and interest in development and design.

**Python Development Projects** | *Python, Turtle, Tkinter, Pandas, NumPy Git*

- **Snake Game GUI** - Built the infamous snake game that we grew up loving and playing. Learned to be proficient in Object Oriented Programming
- **Pomodoro Technique GUI** - Utilized Tkinter, I built an application that have all the rules of how a Pomodoro technique works. A 25 minutes timers and 5 minutes timer break.
- **Cross The Road GUI** - Built the infamous game "Cross The Road" turtle edition, using Turtle and OOP

## TECHNICAL SKILLS

**Languages**: Java, Python, Ruby, JavaScript, HTML/CSS, TypeScript, Kotlin, Swift, GraphQL
**Frameworks**: React, Node.js, Flask, JUnit, Material-UI, Express.js, MongoDB, AWS CDK
**Developer Tools**: Git, Visual Studio, PyCharm, IntelliJ, Xcode, Figma