

# Kyle Shankwiler

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EDUCATION	<b>University of California, San Diego</b> <ul style="list-style-type: none"><li>GPA: 3.95</li><li>Computer Science, B.S.</li></ul>
WORK EXPERIENCE	<div><div><b>LinkedIn – Software Engineering Intern</b>Jun - Sep 2018<ul style="list-style-type: none"><li>Developed a tool for company-wide use on an existing internal web app, allowing developers to visualize the code dependencies of over 10,000 LinkedIn projects</li><li>Contributed to a time-sensitive team deliverable to provide a web interface for deprecating external packages within LinkedIn</li><li>Developed mainly with Python, Ember.js, and D3.js</li></ul></div><div><b>Autodesk – Software Development Intern</b>Jun - Sep 2017<ul style="list-style-type: none"><li>Developed an internal web application dashboard for 100+ employees, with meaningful visualizations for analyzing teams' development processes and system quality</li><li>The project required extensive use of JIRA and the JIRA REST API, and a strong understanding of AGILE practices</li><li>Presented the project to the division's director and division managers</li><li>Utilized HTML, CSS, JavaScript, D3.js, Node.js, MongoDB</li></ul></div><div><b>Lawrence Berkeley National Laboratory – Student Assistant</b>Jun - Aug 2016<ul style="list-style-type: none"><li>Developed web interfaces for environmentally-conscious users to track their driving behavior, as well as back-end algorithms to clean and aggregate data</li><li>Built the landing page for new users</li><li>Worked collaboratively with a team of eight developers and researchers</li><li>Utilized HTML, CSS, JavaScript, D3.js, Python, Django</li></ul></div></div>
EXTRA-CURRICULARS	<div><div><b>Club Officer – Dvcoders</b>Aug 2015 - May 2016<ul style="list-style-type: none"><li>Presented new concepts and hosted workshops to teach relevant technologies to groups of 25 to 50 attendees</li><li>Planned bi-weekly workshops and wrote documentation about Git, HTML/CSS, JavaScript, and Node.js</li></ul></div></div>
PROJECTS	<div><div><b>Mars Spoon for Craters (NASA Space Apps Hackathon Local Winner)</b><ul style="list-style-type: none"><li>Created a mod for the desktop Minecraft client using Java</li><li>Utilized altitude data to recreate the Mars landscape, block by block, in Minecraft</li></ul></div><div><b>Course-Plan</b><ul style="list-style-type: none"><li>A site for assisting community college students in developing a transfer plan</li><li>Built the project with Node.js and RethinkDB</li><li>Pulled data from course requirement pages, with a semi-automated parser</li></ul></div><div><b>Music Genre Classifier</b><ul style="list-style-type: none"><li>Using Python with NLTK, sklearn, the Spotify API, and a data set of ~22,000 songs, created a classifier to predict a song's genre by its lyrics</li><li>Wrote a paper for describing the results for LIGN 165 Computational Linguistics</li></ul></div><div><b>Image-Labeler</b> <a href="http://image-labeler.herokuapp.com/">http://image-labeler.herokuapp.com/</a><ul style="list-style-type: none"><li>Using socket.io and a Node.js back-end, built a multiplayer image labeling game for cross-browser gameplay</li></ul></div><div><b>Rocket League Bot</b><ul style="list-style-type: none"><li>Leveraged the Groupme and Steam APIs in a Python script to send group messages when friends have logged on</li></ul></div></div>
SKILLS	<b>Advanced:</b> Node.js, Express.js, Python, HTML, CSS, JavaScript, Git, C++ <b>Intermediate:</b> MongoDB, D3.js, Java, Ember.js, React.js, Unix