Shelby Antill

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EDUCATION

Louisiana State University | College of Engineering   Expected Graduation: May 2025
Bachelor of Science in Computer Science, Minor in Business Administration   *GPA: 4.19*
Coursework: Databases, Web Programming, User Interface Design, Software Development, Data Structures/Algorithms, Object Oriented Design, Operating Systems, Data Science, Programming Languages, Statistics, Systems Programming

EXPERIENCE

Student Software Developer | LSU College of Business   *Aug 2024 - Present*
- Assisted in development of full-stack applications to produce stakeholder tools, publications, maps, and visualizations of State of Louisiana traffic data to address stakeholder's needs and support informed decision making for traffic safety
- Developed REST APIS with C# and .NET, created front-end software with React.js, and utilized software testing (unit, integration, performance, e2e) for existing and new functionalities
- Collected, improved, maintained, integrated, and analyzed 5+ large relational datasets with SQL

Software Engineer Intern | Chevron   *May 2024 - Aug 2024*
- Attended daily stand ups, utilized version control, and developed an API with C# that utilized Azure functions to monitor incoming user requests for government well data records and perform garbage collection of Azure storage
- Created a front-end web interface with Blazor framework, ensuring media responsiveness and user authentication
- Improved document retrieval process and reduced processing time by 5-6 hours, supporting Gulf of Mexico well prospects and data analysis performed by earth scientists, geophysicists, and geologists

Software Engineer Intern | Chevron   *May 2023 - Aug 2023*
- Developed a media responsive app that utilized CRUD operations to improve data management and accessibility of gemba walk notes for 400+ staff members, utilizing Blazor framework, C#, verision control, and Azure storage
- Met with 12+ stakeholders to optimize communication and increase documentation of the tank strap management of change process, improving safety, inventory tracking, and tank strap data accuracy

PROJECTS

Productivity Web App | Object Oriented Design
- Attended weekly team meetings, utilized version control (git/GitHub), and presented task management web app to 50+ peers, resulting in an overall "A" project grade
- Designed system architecture and data flow with UML diagrams in Enterprise Architect on a team of 6
- Created user stories, designed user interface with Figma, and developed front-end software with React.js

Multi-level Feedback Queue Scheduler | Operating Systems
- Resulting in an "A" grade, utilized C to simulate a MLFQ scheduler with 4 queue levels (each utilizing round robin scheduling with varying quantum sizes and demotion/promotion criteria), ensuring highly interactive processes are given priority with the single core CPU while other processes interact with IO or sit idle.

Inode Filesystem | Operating Systems
- Implemented a filesystem that had open, create, read, close, seek, length, delete, and write operations by utilizing bitmaps and reading/writing data blocks on a simulated software disk, supporting up to 512 files and directories
- Utilized C to create an iNode data structure with 13 direct blocks and 1 single indirect block, receiving a 100% grade

Lexical Analyzer | Programming Languages
- Simulated a step in compilation by utilizing Java to accumulate lexemes and return token objects to a mock parser
- Coded a lexical analyzer for a simple programming language that parses a stream of characters and uses regular expressions, creating groups of identifiers, constants, and symbols, resulting in a 100% grade