Shelden Rattray

🌐 sheldenr.dev/   ✉ shelden.rattray1@gmail.com   in linkedin.com/in/shelden-rattray   ⚫ github.com/sheldenr

Education

Georgia State University (Honors College)   Expected May 2027
Bachelor of Science in Computer Science (GPA: 4.23 / 4.00)   *Atlanta, GA*
- **Relevant Coursework:** Data Structures, Prob & Stat for CS (R), Linear Algebra, System-level Programming (C)
- **Awards:** 4x President's List Recipient, HOPE Scholarship Recipient
- **Activities:** Marketing Director of STARS Ignite [Student Organization], Member of Rocket Technologies

Technical Skills

Languages: Java, Python, JavaScript, C, C#, TypeScript, Dart, SQL
Technologies: React.js, Node.js, Docker, SQL, PostgreSQL, Redis, Tailwind, Electron, Flutter, Firebase, Unity Engine, Figma

Experience

CuesHub   Jul 2025 – August 2025
Software Engeering Intern   *Memphis, TN (Remote)*
- Developed a custom dashboard for internal analytics, enabling logging and visualization of app performance, user activity, and sensor data reliability across devices.
- Preprocessed and analyzed 20,000+ biometric data points/day using Dart scripts and in-app stream logic to extract patterns in user stress.
- Worked with a team of 8+ engineers and researchers to translate scientific models into real-time mobile features.

Code Ninjas   Sep 2022 – April 2023
Coding Instructor   *Atlanta, GA*
- Led 30+ coding sessions using JavaScript, Python, and block-based platforms (Scratch/MakeCode), helping students understand loops, conditionals, variables, and basic algorithms through interactive game development projects.
- Improved students' debugging and problem-solving skills by walking them through real-time error resolution and critical thinking.
- Collaborated with other instructors and adapted teaching methods to meet individual learning styles, strengthening communication and teamwork skills applicable to engineering teams.

Projects

JotFlow | *Mobile Application*
- Developed a Flutter-based mobile note-taking app with offline storage, published to the Google Play Store.
- Implemented custom tagging functionality to help users organize and filter notes efficiently, using local device storage without relying on external databases.
- Handled end-to-end UI/UX design using Figma, translating wireframes into responsive Flutter widgets and ensuring a seamless experience across Android devices.

Rhythm Game Performance Calculator | *Browser Extension*
- Developed a real-time browser extension with 3,000+ user installs across Chrome and Firefox, delivering dynamic performance point calculations for the rhythm game osu!.
- Built with JavaScript and REST APIs, enabling users to compute pp values for any user-created beatmap.

HanziHub | *Desktop Application*
- Developed a multi-platform desktop app that allows Chinese learners to extract and review unfamiliar Chinese words from subtitles in the form of phrases and personalized study cards.
- Implemented with persistent storage specific to each operating system.
- Packaged as a cross-platform desktop app, supporting Windows, macOS, and Linux desktop environments.

Achievements & Certifications

Achievements: Achieved #1 Team in Capture-the-Flag style Cybersecurity Hackathon sponsored by Truist & Deloitte
Technologies: Associate Game Developer (Unity Technologies)