

Shelden Rattray

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EDUCATION

Georgia State University (Honors College) *Computer Science, B.S.*

May 2027

GPA: 4.23/4.00

Awards & Activities: 4x President's List Recipient, Executive Board member of STARS Ignite (Stars Computing Corps Chapter)

Relevant Coursework: Data Structures, Design & Analysis of Algorithms, Discrete Mathematics, System-level Programming, Linear Algebra, Applied Probability

EXPERIENCE

Software Engineering Intern | CuesHub

Jul 2025 – Aug 2025

- Developed and optimized Flutter dashboard infrastructure to handle high-frequency health and activity data, ensuring real-time calculations and smooth UI updates across widgets.
- Integrated Flutter frontend with backend APIs and databases, enabling reliable data flow and seamless synchronization of wearable metrics.
- Implemented performance logging and error handling to track app reliability and support debugging across the team.
- Optimized state management, caching, and update cycles, reducing computation overhead and improving frame rendering consistency.
- Collaborated within an 8-member engineering team, following structured code review processes and best practices for scalable mobile development.

Coding Instructor | Code Ninjas

Sep 2022 – April 2023

- Led 30+ coding sessions in JavaScript, Python, and block-based platforms (Scratch/MakeCode), guiding students through loops, conditionals, variables, and algorithms by building interactive games.
- Strengthened debugging and problem-solving skills by walking students through real-time error resolution and encouraging analytical approaches to coding challenges.
- Collaborated with fellow instructors and adapted teaching strategies to diverse learning styles, reinforcing communication and teamwork skills transferable to software engineering projects.

PROJECTS

JotFlow | Mobile Application | *Flutter (Dart), Git/GitHub, Hive* – [GitHub](#)

- Developed a mobile note-taking app using Flutter 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 | *JavaScript* – [GitHub](#)

- Developed a real-time browser extension with 3,000+ installs across Chrome and Firefox, providing dynamic performance point calculations for the rhythm game *osu!*.
- Implemented REST API integrations with JavaScript to fetch and compute pp values for any user-created beatmap.
- Optimized data parsing and client-side rendering to ensure accurate, low-latency calculations at scale.

HanziHub | Desktop Application | *Electron.js* – [GitHub](#)

- 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.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, C#, TypeScript, Dart, SQL

Tools/Databases: React.js, Node.js, Docker, SQL, PostgreSQL, Redis, Tailwind, Electron, Flutter, Firebase, Unity Engine

ACHIEVEMENTS & CERTIFICATIONS

Achievements: Achieved #1 Team in Capture-the-Flag style Cybersecurity Hackathon sponsored by Truist & Deloitte

Certifications: Associate Game Developer (Unity Technologies)