SHIMEY LOO

SOFTWARE ENGINEER

shimeyloo.com

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OBJECTIVE

To obtain a challenging and rewarding position in the field of software engineering.

EDUCATION —

B.S. Computer Science
GPA 4.0
Oregon State University
Corvallis, Oregon
August 2020 – December 2022

KEY SKILLS —

PYTHON
JAVASCRIPT
HTML
CSS
SQL
REACT JS
NODE JS
JSON
NETWORKING
PYCHARM
VISUAL STUDIO CODE
PYGAME

HUMAN LANGUAGES:
ENGLISH
SPANISH
CHINESE

HOBBIES —

BRAZILIAN JUI JITSU
BACKPACKING
CAMPING

PROJECTS

OSU Fall 2021 Hackathon – Greenhouse Invaders
GitHub Repo.: github.com/shawnatosu/Greenhouse-Invaders
- Tech Used: Python, Pygame
- Description: Space Invader inspired game for the Fall 2021 OSU Hackathon on the topic of climate and energy.

Client-Server-Game Hangman
GitHub Repo.: github.com/shimeyloo/Hangman
- Tech Used: Python, Sockets
- Description: Hangman game using sockets for the client to interact with the server.

My First Website – Lively Balloons
GitHub Repo.: github.com/shimeyloo/Lively-Balloons
- Tech Used: HTML, CSS, BOOTSTRAP
- Description: First website that I created for a balloon shop as my final project in CS290 – Web Development.

Personal Portfolio Website
GitHub Repo.: github.com/shimeyloo/shimeyloo.com
- Tech Used: HTML, CSS, JavaScript, React JS
- Description: Personal website to display my portfolio.

RELEVANT COURSES

- Analysis of Algorithms
- Software Engineering I
- Introduction to Databases
- Intro to Computer Networks
- Web Development
- Comp Architect & Assembly
- Data Structures
- Discrete Structures in CS
- Into to Computer Science II
- Into to Computer Science I