

SHIMEY LOO

SOFTWARE ENGINEER

GitHub: github.com/shimeyloo

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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 (In progress)

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
- Intro to Computer Science II
- Intro to Computer Science I