

# Shuyi Zhou

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## EDUCATION

### Brooklyn College

Brooklyn, NY

*Bachelor of Science in Computer Science*, GPA: 3.83

Expected May 2025

Awards: Dean's List (Fall'21 – Spring'23, Fall'24)

Relevant Coursework: Data Structures, Game Design, Algorithm, Multimedia Programming, Discrete Structure, Computer Architecture, Web Apps

## TECHNICAL SKILLS

**Programming Languages:** Proficient – Java; Python, JavaScript, HTML, CSS, C#, C++

**Frameworks:** React.js, Node.js, Express.js

**Tools:** Visual Studio Code, Unity, GitHub, Git, MongoDB

**Microsoft Office:** Excel, Access, Word, PowerPoint

## WORK EXPERIENCE

### StemKasa

Brooklyn, NY

Web Development Intern

July 2024 – August 2024

- Modified web application to retrieve and store data from endpoints, ensuring seamless integration by transforming data into the required format, reducing potential issues, and maintaining code integrity.
- Developed and implemented a file upload feature, enabling the application to process various file types, enhancing functionality and user experience.
- Assisted fellow interns in integrating an AI API into the application, contributing to the team's overall success and fostering a collaborative work environment.

## PROFESSIONAL DEVELOPMENT

### CUNY Tech Prep

Brooklyn, NY

Web Development Fellow

July 2024 – Present

- Selected for a competitive web development fellowship with students from across the 11 CUNY senior colleges where fellows create technical projects using tools such as React, Node + Express, and PostgreSQL.
- Participate in weekly courses and learn industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD.

## PROJECTS

### Balloon Popper (C#, Unity)

- Developed fast paced and engaging 2D game in Unity where players shoot balloons for points.
- Implemented core game mechanics, including player movement, balloon movement and growth, shooting mechanics, and dynamic scoring.
- Received positive user feedback, contributing to the game's entertaining and engaging experience.