

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 – Present

- Convert UI/UX design wireframes into actual code to create visual elements of the application
- Develop and maintain reusable code and libraries for future use to ensure efficient development processes. Collaborate with UI/UX designers to ensure the technical feasibility of their designs.
- Optimize the application for maximum speed and scalability, ensuring a smooth user experience.

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.