

Shuyin Xu

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Education

University of California, Berkeley

Berkeley, CA

Present - May 2020

Bachelors of Arts in Computer Science

- GPA:3.74
- Coursework: The Structure and Interpretation of Computer Programs, Designing Information Devices and Systems I, Data Structures, Linear Algebra, Discrete Mathematics and Probability Theory, Multi-variable Calculus, Web Design, Foundations of Data Science

Yonsei International Summer School

Seoul, Korea

Jun 2017 - Aug 2017

Work Relevant Experience

Berkeley Innovation

Berkeley, CA

Sept 2017 - Present

Consultant

- UC Berkeley's premier human-centered design consultancy, working with clients such as Ford, Indiegogo, and Quora
- Employ elements of the design process such as user research, ideation, user testing, and prototyping to create a final deliverable for client

Reimu Commerce

Berkeley, CA

Sept 2017 - Present

Software Development Intern

- Designed and developed the Applique Style website to promote interactive shopping experiences using HTML/CSS and JS
- Collaborated with back end developers to ensure usability and functionality

Academic Intern CS61A

Berkeley, CA

Jan 2017 - Jun 2017

Course Staff

- Increased student comprehension of recursion, objected oriented programing, data abstraction, SQL
- Assisted students with programming projects, labs, and homeworks

Girls Who Code

San Ramon, CA

Jun 2015 - Aug 2015

Student Programmer

- Attended workshops on product design, UI/UX, and agile development
- Developed a web application to facilitate multi-user drawing capabilities using HTML, JS, CSS

Projects

Remeeting

Berkeley, CA

Sept 2017 - Present

Project: Berkeley Innovation Fall 2017 Client

- Remeeting is a startup that converts spoken conversation to search-able transcripts
- Created a new user interface for Remeeting's speech recognition transcription web application
- Conducted usability studies, created wireframes, and tested mock-ups of varying fidelities to enhance user experience for client's natural language processing validation tool

Phrase Fight

Project: Best Overall Award at Code Day Bay Area

- Developed a multi-player tool for students to gamify the experience of learning how to type
- Modeled playable characters and created virtual, interactive environment

Vimage

Final Project: Girls Who Code

- Built a collaborative turn-based drawing game where players can sketch the likeness of randomly generated objects
- Worked on interface elements including canvas functionality and color palette construction

Skills

Design: Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, Sketch, Figma, Invision

Software: Python, NumPy, Java, HTML, CSS, JavaScript, JQuery, SQL, Scheme, Git