Stephanie Shin

EDUCATION

University of California, Los Angeles

Expected June 2022

Bachelor of Science in Computer Science

GPA: 3.45

Relevant Courses: Data Management Systems, Software Construction, Algorithms and Complexity, Operating Systems, Programming Languages, Advanced Programming with Data Structures (C++), Data Science Fundamentals

SKILLS

Technologies: HTML/CSS/JavaScript, React, PHP, MySQL, MongoDB, Python, C/C++, Java, Git

Language: Bilingual proficiency in English and Korean, Elementary proficiency in French Clubs/Interests: UCLA Radio Development Team Member, UCLA Taekwondo Club Sport

JOB EXPERIENCES

Private Tutoring Remote

Tutor January 2020-Present Instructed students in 1-on-1 tutoring sessions through Zoom and Repl.it including weekly debriefing to parents

- Designed weekly lesson plans and homework catered to students based on their individual goals and experience with coding
- Taught coding principles in Python and HTML/CSS through traditional classroom-style lessons and long term projects

UCLA Computer Science Institute

Remote

Undergraduate Teaching Assistant

June 2021-July 2021

- Independently ran daily discussion sessions and office hours for a group of ~10 students concerning basic python programming and data science fundamentals
- Prepared review material and code examples for students as well as graded homework and projects
- Collaborated with co-TAs to ensure students' full understanding of course material and schedule exam review sessions

Numeric Insight Remote

Machine Learning Intern

January 2021-March 2021

- Demonstrated machine learning concept 'principal component analysis' with the MNIST database in Python Jupyter notebooks
- Reported weekly findings and completed meetings with my advisor to learn about PCA and active learning
- Outlined and generated a research report including logs of responsibility, work completed, and machine learning concepts

The Coder School Pleasanton, CA

Code Coach December 2018-January 2020

- Instructed in private and group (~50 participants) environments for students age 5-18 in Scratch, Python, HTML/CSS, and C++
- Devised individualized weekly lessons for students based on a project-based learning framework
- Administered scheduling and coordinated with multiple stakeholders to successfully organize summer and winter camps

PROJECTS

Petstagram (Web Application)

Los Angeles, CA

Developer

January 2021-March 2021

- Worked in a team of 5 to design and code a complete social media platform for pets
- Utilized React.js for our frontend, Node.js Express library for our backend, and Firebase as our database
- Lead the implementation of the frontend and assisted with application testing and debugging

Autonomous Car (HaCK at UCLA Transfer Bridge)

Los Angeles, CA

Developer

September 2020

- Competed in a team of 3 and received the 2nd place award among 15 total teams for the UCLA transfer bridge remote hackathon $(\sim 50 \text{ hours})$
- Programmed an autonomous car that physically maps its surrounding environment while avoiding obstacles within the set arena
- Utilized Python TKinter and Arduino to receive data and generate the visual mapping of the arena via bluetooth

Website Development

Pleasanton, CA

Developer

- August 2019-May 2020 Coded, designed, and published its codetime netlify app which aims to give viewers a brief overview of various coding languages as
- well as fawnfiles.netlify.app which is an interactive website featuring a chatbot Created all website content from the ground up as the sole developer and designer using HTML/CSS/JS
- Updated code monthly based on user feedback and improved user experience and ease of website navigation/usage