

Stephanie Shin

EDUCATION

University of California, Los Angeles

Expected June 2022

Bachelor of Science in Computer Science

GPA: 3.49

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 topics about 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

- Demonstrate the machine learning concept 'principal component analysis' with the MNIST database in Python Jupyter notebooks
- Completed weekly meetings with my advisor to learn new machine learning concepts and report completed work
- Outlined and generated a research report including logs of responsibility, work completed, and machine learning concepts utilized

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 web application utilizing both front and backend components
- Utilized React.js for our frontend, Node.js Express library for our backend, and Firebase as our database
- Implemented the main frontend along with working with the backend for comments/posts

Autonomous Car (HaCK at UCLA Transfer Bridge)

Los Angeles, CA

2nd Place

September 2020

- Received the 2nd place award among 15 teams for the UCLA transfer bridge remote hackathon (~50 hours)
- Competed in a team of 3 to program an autonomous car that physically maps its surrounding environment while avoiding obstacles within the set arena
- Programmed with Python TKinter and Arduino to receive data via bluetooth and create the visual mapping of the arena

Website Development

Pleasanton, CA

Developer

August 2019–May 2020

- Coded, designed, and published itscodetime.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
- Committed regular updates based on user feedback and improve user experience and ease of website navigation/usage