TRACY SHENG

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EDUCATION

University of Washington   **B.S. in Computer Science**

09/2022 - 06/2026   Seattle, WA

- Relevant Coursework: Software Design/Implementation, Data Structures/Parallelism, Systems Programming, Software Engineering, Computer Graphics, Programming Languages, Algorithms, Distributed Systems.
- Awards and Scholarships: Dean's List, Purple and Gold Scholarship.

WORK EXPERIENCE

Software Development Intern   **Esri**

07/2025 - 09/2025   Redlands, CA

- JavaScript, CSS, Git.
- Designed, implemented, and verified test cases to ensure quality control of ArcGIS Earth and Hub Mobile.
- Built Vite Geotagger app with ArcGIS Maps SDK to let users edit Hub item boundaries and metadata.

PROJECTS

LocAid   07/2025

- JavaScript, CSS, Node.js, Git.
- Implemented live location tracking and visualization dashboards with mobile and desktop views.
- Built a monorepo structure with modular packages for a server and three client interfaces.

Eat Together - Restaurant Picker   01/2025

- JavaScript, Git, Expo Go.
- Full-stack development of restaurant picker feature within an existing mobile application.
- Utilizes Yelp API for information retrieval and filtering.

Fox Trail   03/2025

- Unity, C#, Git.
- Story-based platformer with complex movement, incorporating 3D modeling and animation.
- Modular development approach with each feature developed independently.

Journey of the Voice   10/2024

- Godot, GDScript, Git.
- Linear story-driven game utilizing Godot's scene system and visual scripting.
- Continuous integration and automatic testing for a smoother version control experience in a team project.

SKILLS

Technical: Familiar with Java, C, C++, C#, JavaScript, CSS, Python, Unity, GDScript, React. Skilled with Microsoft Office and Adobe Suite. Experienced with Git/GitHub version control and collaboration.

Languages: Bilingual English and Mandarin.