

Tricia Shi

500 Memorial Drive · Cambridge, MA · 02139
515-779-0574 · tricias@mit.edu

EDUCATION

Massachusetts Institute of Technology

Cambridge, MA

Department of Computer Science and Engineering, Bachelor of Science

(Expected) Jun 2017

- GPA: 5.0
- Relevant Coursework: Design and Analysis of Algorithms, Mathematics for Computer Science, Computer Structures, Creating Video Games, Elements of Software Construction, User Interface Design, Computational Photography, Computer Graphics

EXPERIENCE

Work

- Software Engineering Intern at First Republic Bank *June 2016 – Aug 2016*
 - built internal tools using for analytics team to more efficiently access data and generate reports
 - displayed data from existing SQL database in nontechnical-friendly web apps with Angular2, d3.js, and node.js
- Software Engineering Intern at Appboy *June 2015 – Aug 2015*
 - enhanced web interface for composing and sending messages
 - integrated frontend Coffeescript/CSS and Knockout.js with backend Ruby

Research

- Gameblox development at MIT Media Lab *Sept 2014 – Dec 2014*
 - worked on a Javascript platform for students to design games using blocks instead of code
 - launched as part of an online game design course in fall 2014
- Collaborative Game Organization Module for MIT Game Lab *Jan 2014 – June 2014*
 - created an interactive model for the relationship between games using Pattern.js
 - partner project to develop a playable prototype that explored new types of interactions in gameplay
 - published findings in Press Start Journal

Other Projects

- boba4.me *July 2016 – Current*
 - partner project in Meteor and Blaze to organize the process of ordering bubble tea with friends
- Next Bake Karaoke site *Jan 2016*
 - React.js and Firebase application that tracks song requests and auto-queued songs using the Youtube API
- Next Code Triathlon *Aug 2015 – Sept 2015*
 - partner project to create a variety of speed, logic, and code puzzles for a freshmen orientation event
 - built a web application on a Firebase and Handlebars platform for teams to compete on
- Code For Good Web Development *Jan 2015*
 - in a team of three, built an interface to help the Rosie's Place women's shelter manage their food pantry hours
 - used Angular.js for a single page website and integrated plugins for multilingual support
- NextPoke *Mar 2014 – Sept 2014*
 - partner project to create an cross-media game for Campus Preview Weekend and residential exploration
- 6.470 MIT Web Design Contest Honorable Mention *Jan 2014*
 - built a website in a team of three over the course of a month
 - designed a motion game with JavaScript, WebRTC, and node.js
 - integrated with frontend HTML/CSS and jQuery

SKILLS

- General Technologies: Javascript (Coffeescript, Typescript), Python, C++ (and Halide), Java
- Frontend Web Technologies: Angular.js, Angular 2, Blaze, React, Knockout.js, jQuery, WebRTC, d3.js
- Backend Web Technologies: node.js, MongoDB, Ruby, Meteor

ACTIVITIES

Leadership

- Next Code Co-President *Sept 2015 – Current*
- Next Exec Publicity Chair & Social Committee *Jan 2014 – Dec 2015*
- Next Bake Co-President *Sept 2013 – May 2015*
- MIT Residential Life Wing Representative *Sept 2013 – Aug 2014*

Mentorship & Teaching

- TA for User Interface Design and Implementation (undergrad & graduate levels) *Spring 2016*
- Mentor for #HelloWorld – web development outreach program for middle school girls *Spring 2016*
- TA for Multivariable Calculus *Sept 2014 – Current*