

# Tricia Shi

tricia.io · 515-779-0574 · tricia.shi@gmail.com

## EDUCATION

---

### Massachusetts Institute of Technology

Cambridge, MA

- Department of Computer Science and Engineering, Masters of Engineering

*Jun 2018*

### Massachusetts Institute of Technology

Cambridge, MA

- Department of Computer Science and Engineering, Bachelor of Science
- Relevant Coursework: Design and Analysis of Algorithms, Creating Video Games, User Interface Design and Implementation, Computational Photography, Computer Graphics, Computational Fabrication, Natural Language Processing, Computer Vision

*Jun 2017*

## EXPERIENCE

---

### Work

- Associate Software Engineer at Blizzard Entertainment** *Sept 2018 – Present*
- Software Engineering Intern at Blizzard Entertainment** *June 2017 – Aug 2017*
  - designed, implemented, and tested new features for the Overwatch Game and Esports websites
- 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*
  - improved web interface for composing and sending messages with Coffeescript/CSS, Knockout.js, and 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
  - explored new interactions in gameplay and 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*
  - designed a motion game with JavaScript, WebRTC, and node.js

## 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