

Elissa Shih

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Education	University of California, Berkeley B.A. Computer Science	Expected May 2024 GPA 3.95/4.0
	Relevant Coursework	*in progress
	<ul style="list-style-type: none">- Structure & Interpretation of Computer Programs Data Structures Computer Architecture Efficient Algorithms & Intractable Problems Computer Security Full-Stack Web Development Databases* Optimization Models in Engineering	
Experience	AWS Marketplace SDE Intern JavaScript, React, AWS services	May 2022 - Aug 2022
	<ul style="list-style-type: none">- designed, wrote, and hosted an internal tool for developers on the team- streamlined and centralized a task that previously took 15 minutes of interacting with multiple AWS services into 1 minute of using my tool- saves ~5 hours of developer time per week	
Skills	Development : Python Java C RISC-V Go HTML CSS JavaScript React Design : Paint Tool SAI Procreate	
Projects	League of Legends Clash Discord Bot (Python)	May 2022
	<ul style="list-style-type: none">- wrote a Discord bot that would respond to commands to scout out enemy teams and identify player-selected roles (information not visible in-game) using the Riot Games API	
	Teamfight Tactics (TFT) Leaderboard (HTML, CSS, JavaScript)	Dec 2021
	<ul style="list-style-type: none">- designed and wrote a website to sort and display user-inputted players by their in-game ranks using the Riot Games API	
	World Generator (Java)	Apr 2021
	<ul style="list-style-type: none">- designed and implemented engine for interactive, playable 2D text-based tile worlds- involved UI design, pseudorandom map generation, making game keyboard interactable	
	Homestead Hero (Unity, C#, Paint Tool SAI) homesteadhero.itch.io/game	Mar - Apr 2021
	<ul style="list-style-type: none">- artistic director of a team of students developing a 2D homestead management game; decided thematic direction of the game; created all art assets and animations used	
	Gitlet (Java)	Mar 2021
	<ul style="list-style-type: none">- developed simple local version control system to imitate git (commit, branching, merging functionality)- involved system input/output, data structures, hashing, serialization	