

Elissa Shih

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| Objective | Enthusiastic student seeking a Summer 2022 internship in the field of computer science to develop industry-applicable technical skills and learn about new technologies! | |
| Education | University of California, Berkeley B.A. Computer Science | Expected May 2023 GPA 3.95/4.0 |
| | Relevant Coursework - Structure & Interpretation of Computer Programs Data Structures Computer Architecture Efficient Algorithms and Intractable Problems* Computer Security* Optimization Models in Engineering* Full-Stack Web Development* | *in progress |
| Skills | Development : Python Java C RISC-V HTML CSS JavaScript Design : Paint Tool SAI Procreate | |
| Projects | Teamfight Tactics (TFT) Leaderboard (HTML, CSS, JavaScript) - designed and wrote a website to sort and display user-inputted players by their in-game ranks using the Riot Games API | Dec 2021 |
| | World Generator (Java) - designed and implemented engine for interactive, playable 2D text-based tile worlds - involved UI design, pseudorandom map generation, making game keyboard interactable | Apr 2021 |
| | Homestead Hero (Unity, C#, Paint Tool SAI) homesteadhero.itch.io/game - 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 | Mar - Apr 2021 |
| | Gitlet (Java) - developed simple local version control system to imitate git (commit, branching, merging functionality) - involved system input/output, data structures, hashing, serialization | Mar 2021 |
| Experience | Receptionist & Tutor Kumon Math and Reading Center - tutored ~15 elementary/middle/high school students in Common Core math twice a week - handled student registration and administered ability assessments | Feb 2018 - Apr 2020 |