Sherry Shi

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Education

BSC University of British Columbia, Bachelor of Science, Computer Science   Sept 2019 - May 2024
- **Achievements:** Dean's Honor List (2019)

Work Experience

Alida, Software Development Co-op   Vancouver, Canada
Jan 2022 - Aug 2022
- Created 5+ RESTful API endpoints utilizing Node.js with unit tests using Mocha
- Collaborated on the Sparq platform, implementing key features in an Agile environment
- Fixed 10+ bugs on both the front-end (React) and back-end (TypeScript)

Air Teach N Learn, Software Developer Intern   Vancouver, Canada
Sept 2021 - Dec 2021
- Assisted in implementing and maintaining the company's database using Firebase
- Worked alongside a team of three to implement new features and maintain with Angular

Nero Belgian Waffle Bar, Team Leader   Vancouver, Canada
Jul 2016 - Sept 2021
- Delivered high-quality customer service in a high-volume café, and trained 10+ new staff
- Managed daily opening and closing procedures, and delegating tasks to a team of 5

Volunteer Experience

Vision Zero Vancouver, Volunteer   Vancouver, Canada
Feb 2026 - Present
- Assisted in organizing community events focused on pedestrian awareness
- Entered and maintained traffic collision data in internal databases, ensuring accuracy

Projects

Harmonic Hustle Academic   C++ / OpenGL
Jan - Apr 2024
- Led the development of core mechanics for a rhythm-based game in a team of 6
- Designed and implemented an entity component system to manage game objects
- Integrated and rendered custom art and music assets to enhance gameplay

I Wet My Plants nwHacks (Top 15)   React Native / Arduino
Jan 2023
- Worked in a team of 4 to design and implement a plant care mobile app with sensors
- Created the front-end and image recognition functionality using React Native
- Handled API requests and connected Arduino through a Node.js back-end

Rock Paper Scissors Academic   Java / Swing
Jan - Apr 2020
- Designed and developed a two-player game with a custom GUI using Swing and AWT
- Implemented data persistence for game states using Java IO, allowing players to save
- Utilized Test Driven Development with JUnit to ensure robust error handling

Skills

Languages:, TypeScript, React, JavaScript, Java, C++, Python, Node.js
Tools/Frameworks:, PostgreSQL, Firebase, Git, Docker, Jira, Azure DevOps, AWS