

Kitty Shi

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EDUCATION

University of Maryland [College Park, MD]

Expected May 2027

Bachelor of Science, Computer Science and Bachelor of Science, Biological Science

GPA: 3.8 || Dean's List

Science and Global Change Scholars Program

G.W. Carver Center for Arts and Technology [Towson, MD]

September 2019 – May 2023

Information Technology/Interactive Media Production Program

GPA: 3.96 || Honors

Relevant Coursework: Object-Oriented Programming I, Object-Oriented Programming II, Introduction to C++, Applied Statistics and Probability, Linear Algebra, Calculus I, Calculus II

TECHNICAL SKILLS

Programming Languages: Java, Python, C#, C++, HTML, JavaScript, CSS, YAML, SQL, R, MATLAB

Tools: AWS (SQS, CloudWatch, SNS, Lambda), Jira, Git, JSON, VS Code, Adobe Dreamweaver, Unity

Languages: English, Chinese (Mandarin and Fuzhounese)

EXPERIENCE

Ticketmaster [Reston, VA]

January 2024

Software Engineering Intern

- Collaborated in a group of four on the design and production of a solution in Python using AWS to monitor and alert on the number of messages in DLQs connected to a Typeform system used by over 400 major entertainment venues across North America
- Automated allocation of AWS resources using Terraform YAML through Gitlab's CI/CD pipeline
- Participated in SAFe/Agile development framework through daily stand-ups and utilized Jira to manage workload
- Created technical diagrams depicting the function and implementation of our system in relation to Archtics

Coders Club [Towson, MD]

October 2022 – May 2023

Mentor

- Guided small groups of six mentees through programming challenges by explaining algorithm logic using pseudocode
- Taught the basics of C++ including pointers through memory maps

Flaming Wok

January 2020 – July 2023

Restaurant Cashier

- Trained five coworkers on the communication system used to correspond with customers to efficiently resolve issues

PROJECTS

Reminisce

April 2023

- Designed and co-developed a 2D pixel puzzle video game demo in C++ using VS Code and the Unity game engine for the annual Carver celebration where over 50 people played the game
- Engaged in biweekly meetings in our team of three to discuss the progression of game development, addressing obstacles, and revising the schedule of development accordingly to report back to our teacher

A Crumb in America

February 2023

- Developed a search tool that extracted data from the 2019 USDA Food Access Research Atlas Data using C++ for the investigation of food deserts in America that could be used for determining funds distribution and zoning regulations

Carver Teacher Chaperone Schedule

December 2022

- Collaborated in a team of nine to develop a prototype calendar and scheduling system that would allow teachers to sign up to become a chaperone for school functions and notify changes in availability