

stephanie shi

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education

UNIVERSITY OF PENNSYLVANIA | EXPECTED MAY 2020

Dean's List 2017, 2018

The Jerome Fisher Program in Management and Technology

B.S.E. in Computer Science - School of Engineering

B.S. Economics (Statistics, Management) - The Wharton School

Relevant Coursework (current*): Cloud Computing, Machine Learning, Cryptography*, Data Structures and Algorithms, Management of Technology, Product Design*

Activities: P-Classic (high school coding competition) Organizer, WeissLabs (startup incubator) Marketing Committee Head

experience

COURSERA | SOFTWARE ENGINEERING INTERN & KPCB ENGINEERING FELLOW

MAY 2018 - PRESENT

- Backend developer infrastructure intern. Built new testing system hosted on Amazon EC2 to enable engineers to test backend Scala microservices in a production environment 80% faster. Drove adoption to 72.7% among backend engineers within 4 weeks of launch. Provided troubleshooting support and held office hours.
- Scoped out containerizing backend services alongside an Envoy sidecar proxy using AWS ECS.
- Developed data stores and GraphQL schema for a public assignment item sharing feature in an intern hackathon.
- Spearheaded engineering onboarding automation effort.

SOFTBANK ROBOTICS AMERICA | PRODUCT DEVELOPMENT INTERN

MAY 2017 - AUG 2017

- Worked on the launch of Promoter, an out-of-the-box marketing software solution on SoftBank Robotics' humanoid robot Pepper.
- Led an engagement campaign that increased engagement with Pepper by 34.6%.
- Guided several Fortune 500 clients on creating marketing campaigns on Promoter that best drive user engagement.
- Designed user interface for new software version using feedback from self-conducted user interviews with clients and marketers.
- Analyzed search engine marketing terms and made recommendations that reduced total costs by 21.7% while maintaining win rate.

UNIVERSITY OF PENNSYLVANIA | MATHEMATICS OF COMPUTER SCIENCE TEACHING ASSISTANT

DEC 2016 - PRESENT

- Work with students to deepen understanding of proof-based discrete mathematics through office hours and 20+ student recitations.
- Head of 15+ member homework committee. Write and ensure quality of homework, exam, solutions, and rubrics.

HACK4IMPACT | EDUCATION CHAIR, PRODUCT MANAGER, SOFTWARE ENGINEER

SEPT 2016 - PRESENT

- Design and develop high-impact open source software solutions for nonprofit organizations in teams with other students.
- Former product manager for a data-visualization project for the American Civil Liberties Union (ACLU) of Pennsylvania. Other responsibilities include consulting with nonprofits to source projects, organizing internal technical and diversity workshops, spearheading new initiatives in the pursuit of technology and social impact, and recruiting new members.
- Spearheaded the development and recruitment of a new business development team to further the growth of the organization.

projects

MAPS4ALL | github.com/hack4impact/maps4all, maps4all.org

FLASK, SQLALCHEMY, JAVASCRIPT, HTML, CSS

- Product manager for the launch of a customizable open source Flask application that enables organizations to upload location-based resources and displays the resources on a map using Google Maps API. Decide future product roadmap, prioritize features, review pull requests, and interface with clients. Launched an instance with the City of Philadelphia Office of Immigrant Affairs.
- Designed and implemented front-end using Semantic UI, Javascript, HTML, and SCSS.
- Implemented ratings and review feature using a relational SQLAlchemy database.

LEGAL CHECKUP | github.com/hack4impact/legal-checkup

FLASK, WTFORMS, SQLALCHEMY, JAVASCRIPT

- Technical lead for an open source RESTful API and web application that allows the user to call multiple APIs with a single request.
- Enabled Community Legal Services, a Philadelphia pro-bono legal firm, to unearth problems that their low-income clients face.
- Designed relational database using a many-to-many relationship between APIs and parameters.
- Implemented functionality for adding and editing APIs using Flask-RESTful.

KINECT THE BLIND | github.com/stephanieyshi/kinect-the-blind

ARDUINO, NODE.JS | HACK PRINCETON 2016 TOP 10 FINALIST

- Utilized the infrared sensors and camera in the Microsoft Kinect to detect obstacles and trigger a servo motor connected to an Arduino to aid the visually impaired.
- Integrated Microsoft Computer Vision API and Bing Speech API to identify and inform the user of incoming objects.

awards/misc

Google Games NYC 2017- 3rd Place

HackPrinceton - Top 10 of 80+ teams (2016, 2017)

Jane Street INSIGHT Attendee (2018)

AIME Qualifier - 2015

skills

Languages: Java, Python, Javascript, OCaml, Scala

Technologies: AWS, Git, Flask, Node.js, React, Jinja, Jekyll

Software: Adobe Photoshop, Adobe Indesign, Adobe Illustrator, Sketch, Invision, Salesforce