

Nancy Shaw

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EDUCATION

University of California, Berkeley
BA Computer Science
May 2021
UPE (CS Honors Society)
GPA: 3.8/4.0

COURSEWORK

CS 188- Artificial Intelligence
CS 170- Algorithms
CS 162- Operating Systems
EE 126- Probability
CS 186- Databases
CS 61B- Data Structures
CS 61C- Machine Structures
CS 70- Discrete Mathematics & Probability
EE16 A/B- Designing Information Devices and Systems (I&II)
MATH 53- Multivariable Calculus
MATH 54- Linear Algebra & Differential Equations

SKILLS

- Python
- Java
- C
- SQL
- Javascript/AngularJS
- HTML/CSS/SASS, XML
- Adobe Creative Cloud (PS/Ai)

EXPERIENCE

ServiceNow | Software Engineering Intern
May 2019 - Aug 2019 | Santa Clara, CA

- Integrated usage analytics into Agile plugin, an app on the ServiceNow platform that digitizes Scrum workflow
- Developed new Scrum Program dashboard backend and views
- Ensured compliance with accessibility standards by implementing frontend design changes

UC Berkeley EECS Department | Head Undergraduate Student Instructor

June 2018 – Present | Berkeley, CA

- Head TA of UC Berkeley's introductory CS Course (CS 61A) with over 2000 students Teach weekly 90-minute discussion sections and labs for 35 students, host office hours and one-on-one tutoring sessions.
- Manage logistics, review sessions, and exams for 2000+ students. In charge of managing 50+ TAs, 50+ staff tutors, and 300+ academic interns. Heads software committee of 10 peers dedicated to improving course software.
- Lead software development to improve UI of the course autograder (autograder.cs61a.org) and seating app (seating.cs61a.org), used by CS courses at Berkeley and many other universities.
- Maintain and improve other various pieces of course software (course website, online office hours queue, exam seating-assignment app (flask), etc.)

PROJECTS

Seating App | Python (Private Repo)
Summer 2019

- Implemented new frontend infrastructure for importing large sets of data (students, rooms, seats) and added CRUD functionality throughout the app.
- Redesigned algorithm for seating students to prioritize seating students evenly apart more efficiently.

OKAuto | Python (Private Repo)
Fall 2018

- Lead team of five for front-end redesign of the course autograder (Flask) to create a user-friendly UI and implemented OAuth integration with Okpy.

2D Tile-based Game | Java (Private Repo)
Spring 2018

- Independently designed a 2D tile-based game featuring pseudo-randomly generated maps.
- Implemented functionalities for game UI behavior and appearance and a game display only within line of sight

ACTIVITIES

Social Committee Lead | Women in Science and Engineering
FALL 2018

- Coordinated with tech-related speakers for seminar events including workshops, tech-talks, and seminars
- Pioneered mentoring program between approximately 80 graduate/postdoctoral students and undergraduates