

Shensly Hooplot Software Engineer

Personal information

Name: Shensly Hooplot Date of birth: 18-04-1995 Nationality: Dutch Gender: Male

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Website: shensly.me

Abilities

- Agile/Scrum Mindset
- -OOD
- Software design
- Database design
- Testing/Debugging



Skills

- -C# - Java
- Javascript - ReactJS
- Android
- HMTL -.NET -CSS
- Node.js
 - MS SQL



Languages

- -Dutch Native language
- -English Fluent in speaking, writing, reading
- -Korean Basic in speaking, writing,

reading

Personal project

Wallpaper website: 2016 - present http://boyyoka.azurewebsites.net

Who am I

I like taking on tough challenges that require critical thinking and working on projects that are completely out of my comfort zone and knowledge base. This is the cause for my excitement for the expertise of engineering and it allows me to learn a significant amount of new things, such as new development skills, technologies, methodologies, standards and principles.

Education





HBO Bachelor Informatica (Information Technology): The Hague University of Applied Science - The Hague

Nova College Haarlem - Haarlem

Bonaventura College Boerhaavelaan - Leiden

Associates Degree, Application Development:

SEPT 2013 - MAR 2018

December 2018 - August 2019

South Korea - Full-time

June 2017 - August 2018



SEPT 2011 - JUL 2013 **Diploma: Yes**

Diploma: Yes

SEPT 2007 - JUL 2011

Diploma: Yes

Professional Experience

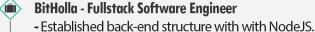
High school Degree:



CURRICULUM VITAE

- Enhanced series of existing functionality and implemented new functionality in the backend by using NextJS and MongoDB.

- Integrated new endpoints and altered existing end points with ExpressJs. -Enforced coding standards with TypeScript and
- ESLint for a more comprehensive code base. Enforced format of code with Prettier.
- Created and implemented various front-end components by using ReactJS.
- Maintained updates and version control by using GitLab



- Implemented API functionality with Swagger and MongoDB(Later replaced by Postgres) Connected BitMex trading API to the backend.
- Developed an extensive set of unit tests using Mocha and Chai.
- Enhanced ream-time data capabilities by using Redis and implementing Pub-Sub pattern, including the use of Socket.IO.
- Created series of front-end functionality and pages by using ReactJS and SCSS and implemented websocket in the front-end for retrieving and displaying data rapidly.
- Recorded issues in JIRA and worked according to Agile having daily standups and working in two-week sprints - Conducted research and also documented the re-
- sults regarding rendering methods on browser, to enhance rendering capabilities on the front-end. - Collected, specified and documented require-
- ments. - Established and created advanced Test Risk Analysis, Test Procedure and Test Controls.
- Established and documented class diagrams,
- flowcharts and architectural diagrams **Bluesphere - Developer**
 - Created series of new functionality and enhancements for an Android system used in a Zimmer Frame.
 - Improved, implemented and managed functionality in a CMS based website with HTML, CSS, Javascript and PHP.

Autodealers.nl - Junior Developer:

- Created front-end websites by using HTML, CSS, Javascript and JQuery.
- Created an appointment system by using VB.NET and MySQL. - Maintained and took owner ship the appointment
- system and also several websites. - Performed quality checks and maintained de-
- tailed reports on the found results.

Xs4Speed - Junior Designer and Developer: - Created designs and developed front-end web-

- pages by using HTML, CSS and JQuery.
- Performed quality checks for the webpages.

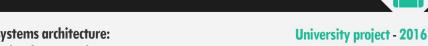
The Netherlands - Parttime Feb 2017 - Apr 2017

The Netherlands Internship - 2013

The Netherlands Internship - 2012

University project - 2016

Projects





Software systems architecture: - Established Software Architecture Document

- Managed and documented Context View and De-
- ployment view, including various Perspectives. - Established Context Diagram and Deployment Di-
- agram

Android application:

- Contributed software engineering expertise in the development of an Android app through the software development life-cycle.
- Implemented various functionality and enhancements in the application.
- Implemented OCR functionality by using ABBYY API.
- Established software design document, and various class diagrams.
- Ehanced quality of the app by establishing test documents and various unit tests

3D gaming and simulation

- Created various 3D objects by using blender. - Enhanced and implemented various functionality
- by using C# and Unity.

Database conversion:

- Contributed in establishing Conversion plan document, Requirements Discipline document, Test document, implimentation models.
- Wrote trigges and stored procedures to increase performance and productivity. - Investigated and analyzed query trees to improve
- query execution and increase general performance in the database. - Investigated, analyzed, created and enhanced in-

dices to boost query performance.

University project - 2015

University project - 2016