Jason Shim

4A Computer Engineering

github.com/JShimmm jshimmm.github.io jasonshim21@gmail.com

Skills Languages

Java, C#, SQL, JavaScript

Frameworks and Libraries

Android, WPF, React Native

Tools

Git, Unix, Sublime, Android Studio, Gradle, Visual Studio

Experience



CONNECTED LAB

Software Engineer

Jan '16 – April '16 Toronto, ON

- Core engineer on Android music streaming aggregation service
- Re-architected existing implementation to improve performance and memory usage
- Fixed memory leaks using Eclipse MAT (Memory Analyzer Tool)
- Implemented custom Android drag and drop user experience



Software Developer

May '15 – Aug '15 Mississauga, ON

- Led the development of a desktop application for daily QA inspections
- Created SQL database to allow for storage and retrieval of previous reports
- Reduced inspection process time by 25%



Software Developer

Sept '14 - Dec '14 Toronto, ON

- Worked on migrating existing tax application from VBA to the .NET framework
- Implemented new features and improved UI using the framework

molex

Software Developer

Jan '14 - Apr '14 Waterloo, ON

Developed a tool in C++ for automated testing of I/O devices

Projects Multiple

2016

- Android game that tests the user's multiplication skills
- Available at https://play.google.com/store/apps/details?id=com.js.multiple

SmartShopper (HackPrinceton - Winner of Walmart API Challenge)

2015

- Allows the user to input multiple items and a budget to generate best options for purchase
- Role: Front-end development using JavaScript and Bootstrap

Conway's Game of Life

2015

- Zero-player game created with JavaScript
- User sets initial state of cells in a grid, and evolution is handled through cellular automation

Quickie (Hack the North)

2015

- Food delivery service where users can submit an order and someone nearby can deliver
- Role: Android development using Yelp API to search local restaurants