

Shiboshree Roy

Education

Dinajpur, Dhaka, Bangladesh | +880 13038-99027 | shiboshreeroycse@gmail.com
Website: <https://shiboshreeroycee.netlify.app> | Github: <https://github.com/ShiboshreeRoy>

Web Development, Algorithm, and Data Structures Foundations

The Firehose Project: Online Intensive 15 week bootcamp

Dec 15 - Feb 16

Aptouch Polytechnic Institute Diploma in CSE Engineering

Jan 12 - Dec 14

Sep 06 - Dec 10

Relevant Skills

HTML, CSS, SCSS, RSCSS, Ruby, Rails, JavaScript, ES6, jQuery, Electron, Node, Express, React, NextJS, Redux, Vue, Vuex, Nuxt, Ember, Bash, Sequelize, Mongoose, Webpack, Babel, Firebase, Rspec, Mocha, Jest, Enzyme, Capybara, Test Driven Development, GDScript, Python, Godot, PostgreSQL, MySQL, PHP, TypeScript, StencilJS

Experience

Developer Team Lead - Big Cartel

Aug 23 - Nov 23

- Architect and develop features on an E-Commerce platform built on Ruby on Rails, StencilJS, MySQL, Elasticsearch, and more.
- Manage and develop new team processes and lead meetings with regards to sprint, quarterly goals, and overall engineering team function for a team of 4 and larger engineering organization.
- Manage overall agile and scrum processes for the team, provide technical guidance, pairing, and one on one sessions for various team members.
- Create in-depth technical architecture and documentation for larger feature development.
- Train and hire new engineers and team members in order for them to effectively and efficiently contribute
- Provide feedback and review, of code, processes, and individual and team performance

Team Lead and Senior Software Engineer - Sideqik

Sep 20 - Aug 23

- Architect and develop features on Influencer Marketing platform built on Ruby on Rails, EmberJS, React, Node, PostgreSQL, MongoDB, Elasticsearch, Spine, and more.
- Lead, architect, and develop payment integration to support payout of marketing campaign funds to influencers, workflow and smart task management for running marketing campaigns at scale, creator portal application for brand to creator interface, and more.
- Manage and develop new team processes and lead meetings with regards to sprint, quarterly goals, and overall product team function for a team of 8 and larger engineering organization.
- Manage overall agile and scrum processes for the team, provide technical guidance, pairing, and one on one sessions for various team members.
- Create in-depth technical architecture and documentation for larger feature development.
- Train and hire new engineers and team members in order for them to effectively and efficiently contribute
- Provide feedback and review, of code, processes, and individual and team performance

Manager, Software Engineering - Tridium

May 19 - Sep 20

- Played a hands-on role with around 60/40 split between development and management.
- Managed and trained a remote software engineering team of eight.
- Developed automated de-identification process and scripts for production PHI data for staging and development use.
- Developed X12 270/271 to JSON parser to ingest pulled patient benefit data for Experian integration.
- Developed other services such as an SMS notification service to send reminders and also receive responses and keep conversation context between multiple SMS notifications to the same phone number.
- Created, trained, applied, and enforced engineering team policies for things like source control management, testing, and other associated best practices.

- Analyzed, designed, architected, and developed technical implementations and features for platform running on Ruby on Rails, React, and Postgresql to support scalable, maintainable, and performant application development.
- Established and maintained production, staging, and regression environments for the engineering team deployments and testing.
- Managed, oversaw, and ran production deployments, plans, and documentation.
- Managed and scheduled change controls for production environments.
- Assisted Agile/Scrum team in planning sprints, expanding stories, and removing impediments.

Software Engineer - Sixelox

Mar 18 - May 19

- Developed, designed, and maintained applications dealing with access control.
- Developed and designed React application for integrating with ASP .Net Core APIs and Wifi Schlage Locks.
- Modified, added, and optimized features of Anyware/Class product with PHP, Node, Apache, and Linux.
- Modified and added features of Pinnacle enterprise product with VB6.
- Developed RTSP and IP camera Node API to consume raw h264 stream in real-time using FFMPEG and Websockets.
- Developed Active Directory and Pinnacle Configuration Client application using Electron, Node, and NextJS.
- Developed Pinnacle Engage Site Creation application using Electron and VueJS.

Software and Technical Support Engineer - The Firehose Project

Sep16- Feb18

- Developed curriculum via prototyping and technical writing.
- Developed curriculum and applications based on and with Ruby on Rails, Node, React, Redux, JavaScript, Express, APIs, Authentication, Sequelize, Test Driven Development, HTML, CSS, and more.
- Researched and proposed strategy for educational direction, assessment, and features.
- Oversaw student forums, slack, and other technical troubleshooting matters.
- Managed and educated a technical support team of four.
- Engineered new features and improvements for the education platform built on Ruby on Rails.
- Architected new Modules platform and microservices built with React and Rails API.
- Educated and trained team engineers and code reviews.
- Maintained Vagrant environment and other documentation related toward development setup on MacOS, Windows, Linux, and cloud environments.

Teacher's Assistant in Software Engineering Actualize

Aug 16 - Oct 16

- Pair programmed and guided students through errors, debugging, and/or code smells.
- Assisted students with architectural decisions on capstone Ruby on Rails application.

Software Engineer - GitWit

Aug 16 - Sep 16

- Tasked with making Hilti client project mobile responsive.

Software Engineer - BeatThread

Jun16- Sep16

- Platform for music producers built on Ruby on Rails.

Software Engineer - The Firehose Project

Jan16- Feb16

- Utilized Devise and Omniauth to provide an authentication solution.
- Engineered collision and movement logic for chess pieces and game flow logic.
- Utilized jQuery and Firebase for chess piece movement and game chat.
- Created ELO Ranking system.
- Created acceptance and unit tests using RSpec to achieve 98% test coverage.

Teacher's Assistant in Software Development - The Firehose Project

Mar 16 - Sep 16

- Assisted students with code related problems in a Q&A Forum and Slack.
- Guided and mentored students.
- Pair programmed and performed code reviews with students.