

# ADAM SHIH

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## EXPERIENCE

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### Zoom Video Communications

Jul 2022 – Feb 2023

*Software Development Engineer*

*Remote*

- Designed and developed a Java and Scala application to delete data from a Snowflake database following data governance requirements.
- Leveraged Snowplow, DataHub, and GraphQL to locate and delete the required data.
- Implemented a Jenkins CI/CD pipeline to automate software delivery.
- Wrote comprehensive unit tests for all code written using JUnit and ScalaTest frameworks.
- Generated customized data reports by leveraging advanced SQL queries, joining and integrating diverse data sources from a platform with hundreds of tables.
- Utilized Hive, Trino, MySQL, DynamoDB, AWS S3, and Snowflake to query data for efficient data analysis and reporting.
- Developed tables facilitating easy report generation for other teams, eliminated the need for intricate joins on their end.

### Portland State University

Oct 2021 – Jun 2022

*Computer Science Tutor*

*Portland, OR*

- Conducted drop-in tutoring sessions for undergraduate computer science students.
- Adapted teaching methods based on the needs of each student.
- Taught a range of topics, including data structures, object-oriented programming, and systems programming.
- Covered various programming languages, such as C++, C, Python, Java, and x86 Assembly.

## PROJECTS

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### Forum App • Rust, JavaScript, Axum, SvelteKit, PostgreSQL

*Live Demo:* <https://forum.adamshih.dev>

*Repository:* <https://github.com/adam-shih/forum>

- A forum application inspired by websites like Reddit, Hacker News, Lobste.rs, etc.
- Backend: REST API built with Rust using the Axum framework utilizing a PostgreSQL database. Deployed to my home server on a Raspberry Pi.
- Frontend: Built with JavaScript and SvelteKit, deployed with Vercel serverless functions.
- Authorization and authentication implemented using JWTs.

### Falling Sand Simulation • Rust, Bevy, WASM

*Live Demo:* <https://adamshih.dev/projects/falling-sand>

*Repository:* <https://github.com/adam-shih/falling-sand>

- Built a simulation in Rust using the Bevy game engine.
- Implemented various elements with unique physics and interactions.
- Utilized WebAssembly (WASM) to build and run the application on my portfolio website.

## TECHNICAL SKILLS

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**Languages:** Python, Rust, Scala, Java, SQL, JavaScript, HTML/CSS, C, C++

**Developer Tools:** Git, Linux, Docker, Jenkins, Jira

## EDUCATION

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### Portland State University

Portland, OR

*Bachelor of Science in Computer Science*

*2022*

- GPA: 3.78/4.0