

FANG W. SHEN

SOFTWARE DEVELOPER

CONTACT



(484)-636-7786



fang.w.shen@gmail.com



github.com/fang-w-shen



linkedin.com/in/fang-wen-shen

EDUCATION

Vanderbilt University
B.E. Biomedical Engineering
Cum Laude Dean's List

PRODUCTS

FTris-Arena

tetris-arena.firebaseio.com

FTris-Arena is an online multiplayer game rendered in HTML and styled with customized Bootstrap and Materialize SCSS. OOP game logic was designed with Javascript and JQuery. User authentication was entirely supported by GoogleAuth while database storage and querying was hooked up to Firebase's flat document-based database. Application was wrapped up in AngularJS' Framework for single-page-access and full route-control.

Galaxycyclopedia-API

galaxycyclopedia.herokuapp.com

Galaxycyclopedia-API is a full Rails MVC application built with RESTful architecture and a user interface for data queries and file sharing. All available database resources are represented in JSON format. Versioning API requests can be modified through the header. HTTP requests return unique data sets for the eight planets of the solar system.

Galaxy-VR

galaxy-vr.herokuapp.com

Galaxy-VR is an Interactive Virtual Tour of the Solar System that leverages Galaxycyclopedia-API's JSON data with 3D Modeling and Animations, Educational Data Presentation, and Virtual Representation of the Solar System and its Planets Rendered in React-VR.

PROFILE

As a software developer with a background in biomedical-engineering and business management, I pursue a path that combines my interest in healthcare with my passion in designing and implementing newer technologies.

PROFESSIONAL EXPERIENCE

Software Developer: Nashville Software School (2017-Present)

- Virtual & Interactive Experience Design in React-VR and Unity3D
- Document & Relational Database Management and Deployment through Firebase, Github, MySQL, pgSQL, Heroku, AWS, Azure
- Full-Stack Development of RESTful API's in MVC applications with Ruby on Rails Framework
- Application Design using OOP Fundamentals/SOLID Principles under SCRUM Methodology in JavaScript, Ruby, and C#
- Project Management with Trello and Github Issue Tracking, Source Code Version Control with Git/Github
- Business Solution architecture for scalable applications with White-Boarding, Wireframes, and ERD Designs
- Responsive Web and Mobile UI/UX Engineering for Single-Page-Applications in AngularJS, React, React-VR
- DRY and Modular Component Design using Inheritance, Encapsulation, and Abstraction Principles
- Test Driven Development with Unit and Integration Tests using Jasmine, Ruby Minitest, and RSpec
- Task Automation & Linting: Grunt/Gulp/JSHint. Module Bundling & Compiling: Browserify, SASS/SCSS

Supervisor: CVS Pharmacy (2016-2017)

- Store-wide integration of Mobile Curbside Pickup App to manage and facilitate successful online/in-person prescription demands

Medical/Dental Assistant: PA Medical Dental Clinics (2014-2015)

- Effectively maintained patient-portal with organized systems to ensure timely patient flow and patient-centered care

AWARDS | PUBLICATIONS

Catalyst Award : Nashville Software School (2017)

Arnold G. Biomedical Engineering Senior Design Competition Finalist (2014)

First Place Award in Engineering Concept Design Competition (2014)

Research Fellowship Certificate of Achievement (2013)

International Journal of Cardiology (2013)

↳ <https://www.ncbi.nlm.nih.gov/pubmed/24820736/>

Biomedical Engineering Society Annual Meeting, Seattle, WA (2013)

↳ <http://www.bmes.org/AnnualMeetingProgram.pdf>

Society for Biomaterials Annual Meeting, Boston, MA (2013)

↳ <http://abstracts.biomaterials.org/data/papers/2013/0243-000538.pdf>

