

FANG W. SHEN

SOFTWARE DEVELOPER

CONTACT

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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 Engineer: Ascension Health

(2018-Present)

- Architecture of high-profile internal Company Portal focused on modern client-side technologies in ZURB Foundation Framework
- Migration from old Microsoft Web Forms codebase to .NET Core MVC
- Engineering Design under SCRUM methodology with Team Planning and Source Control using Trello and Team Foundation Servers
- Application Design using OOP Fundamentals/SOLID Principles in JavaScript, C#, and .NET Core
- DRY and Modular Component Design using Inheritance, Encapsulation, and Abstraction Principles
- Business Solution architecture and application scaling with White-Boarding, Wireframes, and ERD Designs
- Task Automation and Bundling: Grunt & Gulp

Software Developer: Nashville Software School

(2017-2018)

- Virtual & Interactive Experience Design in React-VR and Unity3D
- Document & Relational Database Management and Deployment through Firebase, Github, MySQL, PostgreSQL, Heroku, AWS, Azure
- Full-Stack Development of RESTful API's in MVC applications with Ruby on Rails, ASP.NET Frameworks
- Project Management with Github Ticketing System & Version Control
- Responsive Web and Mobile UI/UX Engineering for Single-Page-Applications in AngularJS, React, React-VR
- Test Driven Development with Unit and Integration Tests using Jasmine, Ruby Minitest, and RSpec
- Linting, Module Bundling & Compiling: JSHint, 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

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>

