

Michael Sim

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SKILLS

Technical: Java, Python, JavaScript, TypeScript, HTML/CSS, PHP, C, SQL, NoSQL, Git, Agile

Technologies: ReactJS, Redux, Hadoop, Spark, Maven, MongoDB, Express.js, Node.js, JavaFX, MySQL, SQLite, MS SQL Server, Unix/Bash

EXPERIENCE

Atlassian – Remote

Backend Software Engineer

Apr 2022 – Present

- Contributed to the development of scalable backend systems for Confluence Cloud, collaborating with senior engineers to implement new features and improvements that enhanced the user experience and reduced error rates.
- Maintained and improved Confluence Cloud's database architecture and query performance, monitoring and optimizing database response times to ensure efficient data access and storage.
- Participated in code reviews and testing to ensure the quality and reliability of backend systems for Confluence Cloud, and collaborated with cross-functional teams to troubleshoot and resolve issues

Brooksource (The Home Depot) – Remote

Software Engineer

June 2021 – Apr 2022

- Built and maintained automated workflows using Python and SQL for Apache Airflow to process hundreds of thousands of SKUs weekly.
- Created and maintained applications for ETL tasks using Java for Google Cloud Dataflow to read from and write to BigQuery and Bigtable
- Designed and developed RESTful APIs using Spring Boot and HBase

Stonebranch – Alpharetta, GA

Software Engineer Intern

Jan 2021 – June 2021

- Contributed to development of client side and server side code for Universal Controller using Java and SmartGWT
- Use SCRUM for agile development and participate in team-led solutions such as code reviews and daily standups
- Develop, implement, and maintain unit tests of programs using JUnit and Mockito/PowerMock

PROJECTS

Twitter Clone

<https://github.com/michaeldsim/twitter-clone-mern>

Full-stack web application like Twitter using the MERN stack. Created a CRUD API for the backend to handle all the data in the database using Express, front-end uses React, Redux for state management, and JWT for authentication.

A* Pathfinding Visualizer

<https://github.com/michaeldsim/Algorithms/tree/master/src/application/pathfinding>

This is a visualizer to show how the A* Pathfinding algorithms works created only in JavaFX. It shows the shortest point between two nodes around any barriers.

Discord Bot

<https://github.com/michaeldsim/cell-bot>

Discord is a popular communication platform for gamers. Developed a discord bot using Java that manages multiple discord servers. Contains many features such as music player, administration, and stats lookup. Data is stored locally using SQLite.

EDUCATION

Georgia State University

Dec 2020

Bachelor of Science, Computer Science; Cumulative GPA: 3.15