




# Shiranka Miskin

## Software Engineer

 [github.com/samiskin](https://github.com/samiskin)  
 [shiranka.miskin@gmail.com](mailto:shiranka.miskin@gmail.com)  
 647-773-8657

**SUMMARY** Strong dedication to craftsmanship, with a high attention to detail and building to last  
Skilled in building large extensible systems from the ground up and taking on leadership roles  
Keen interest in software architecture and creating a codebase that is a joy to work with  
Experienced in JavaScript, Java, Python, Scala, C, React, Rx.js, and Photoshop

**EXPERIENCE** **Khan Academy** [Frontend Developer \(React\)](#) May - Aug 2016

Refactored the exercise framework, introducing new standards for state management with Redux  
Improved the exercise editor, adding functionality such as undo, copy/paste, highlighting, and more  
Made significant use of JavaScript promises to implement various networking tasks in exercises

**Slack** [Desktop Application Developer \(Electron\)](#) Sept - Dec 2015

Led a major rewrite of the desktop client using ES6+ JavaScript, React, Redux, and RxJS  
Open sourced a novel solution for synchronizing data in Electron's multi-process architecture  
Designed and developed the foundational components of the new application

**Remind** [Full Stack Developer \(React\)](#) Jan - Apr 2015

Built a new chat client with React and Flux, focusing on developing a scalable code infrastructure  
Implemented the automated tagging of Docker containers with their respective Git SHA using Go  
Developed a lightweight JavaScript mock system for unit testing in a React codebase  
Added JWT token authorization for endpoints of Remind's API using Ruby and Node.js

**Horizon Studios** [Full Stack Developer \(LAMP Stack\)](#) May - Sept 2014

Developed automation scripts to greatly improve the speed and ease of large content updates  
Introduced component-based architecture elements to improve overall codebase quality  
Onboarded and trained incoming developers on company setup and project architecture

**PROJECTS** **Cadmus** [Personal Side Project \(JavaScript\)](#) Aug 2016

Implemented a type specification and run-time assertion library which provides an interface similar to React PropTypes to ensure that function return values adhere to their specification

**Redux Electron Store** [Side Project at Slack \(Electron\)](#) Dec 2015

Developed a Redux Store Enhancer which synchronizes a redux store between multiple processes, allowing per-process specification of which properties of the store to keep updated

**Robotic Pathfinder** [Design Project \(Python\)](#) Sept - Dec 2013

Led a team of 7 in programming a Scribbler Robot to navigate an unknown environment  
Handled A\* pathfinding code, optimizations, division of labor, and managing project progress

**Conquest** [Design Project \(Java\)](#) Nov - Dec 2012

Developed an object-oriented turn based strategy game, using Influence Maps for AI  
Designed graphics and UI through the use of Adobe Photoshop and Adobe Illustrator

**EDUCATION** **Candidate for Bachelor of Software Engineering** [University of Waterloo](#) 2013 - Present

Relevant courses: Concurrency, Algorithms, Operating Systems, User Interfaces, Data Structures & Data Management, Software Architecture and Design, Software Testing and Quality Assurance