SHIRANKA MISKIN
Software Engineer

github.com/samiskin
shiranka.miskin@gmail.com
647-773-8657

SUMMARY

- Fluent with JavaScript, Java, Python, and C++, with extensive experience with React.js and ES6
- Skilled in building large extensible systems from the ground up and taking on leadership roles
- Familiar with Go, C, AWS, Rx.js, Node.js, Electron, Photoshop, Illustrator, and Blender
- Strong dedication to craftsmanship, with a high attention to detail and building to last

EXPERIENCE

SLACK | Desktop Application Developer   September 2015 - December 2015

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

REMIND | Full Stack Developer   January 2015 - April 2015

- Worked on a web chat client using React, Backbone, Sass, and built with a Flux architecture
- **Implement the automated tagging of Docker containers with their respective Git SHA** using Go
- Developed a lightweight JavaScript mock system for unit testing in the React codebase
- Implemented JWT token authorization for endpoints of Remind's API using Ruby and Node.js

HORIZON STUDIOS | Web Developer (LAMP Stack)   May 2014 - September 2014

- Worked with a Model-View-Controller system on Web and Mobile, with a PHP/MySQL backend
- Developed automation scripts to greatly improve the speed and ease of large content updates
- Introduced component-based architecture elements to improve code efficiency and extensibility
- Onboarded and trained incoming developers on company setup and project architecture

PROJECTS

Redux Electron Store | Personal Side Project   December 2015

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

Redux Flux Store | Personal Side Project   December 2015

- Developed a Redux Store Enhancer which allows Store classes similar to those used in traditional Flux to be converted into a redux reducer, matching properties to stores and providing 'waitFor' capabilities

Robotic Pathfinder | First Year Design Project   September 2013 - December 2013

- Led a team of 7 in programming a Scribbler 2 Robot in Python to navigate in an unknown environment
- Handled A* pathfinding code, optimizations, division of labor, and managing project progress

Conquest | Grade 12 Design Project   November 2012 - December 2012

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

EDUCATION

Candidate for Bachelor of Software Engineering | University of Waterloo   September 2013 - Present

- Relevant courses: Algorithms, Operating Systems, User Interfaces, Data Structures & Data Management, Software Testing & Quality Assurance, and Software Engineering Principles

AWARDS

Top 4% in Canada | Canadian Computing Competition 2012   February 2012

- Created programs in Java to solve various problems of increasing difficulty in a limited time

Most Sustainable Design | University of Toronto High School Design Competition   November 2011

- Worked in a team to design and build a prototype bridge while conserving materials and cost