Shan Phylim

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Skills

Languages C/C++, Java, Javascript, C#, SQL

Frameworks/APIs Dropwizard, Angular, Hibernate ORM, Three.js/WebGL, NodeJS, Chrome.*, Google Maps, Selenium

Tools Git, Perforce, Unity Engine, MySQL, ThreeJS, Maven, Docker

Experience _____

Aetion New York, New York

SOFTWARE DEVELOPER May 2017 - Aug 2017

Research and Engineering Team - Web-based platform for healthcare data analysis

- Drove adoption of microservice architecture by creating a service template and mentoring coworkers
- Architected and built a RESTful microservice for storing study results using Dropwizard
- Implemented a RESTful file system using Java, Hibernate, and MySQL
- Optimized subtree retrieval in a SQL database
- Added docker support to the microservice template for easier deployment and integration with AWS

Autodesk Montréal, Québec

SOFTWARE DEVELOPER INTERN

Fusion 360 Web Access - Flagship Web-Based CAD Program

• Implemented various CAD tools using Three.js/Web GL (e.g. Box, Chamfer)

- Extended data propagation capabilities in a Node JS/C++ based distributed system
- Implemented tangent chaining, allowing users to select multiple connected edges at once
- Created widgets for a custom Javascript UI framework

IBI Group Toronto, Ontario

FULL STACK DEVELOPER Jan 2016 - Apr 2016

ATMS - A large scale traffic monitoring/management web application

- Applied MVC Design pattern to create new web pages in Angular JS, ASP.NET, and SQL
- Extended ATMS's map view feature set using the Google Maps API/SQL
- Automated the application configuration process on a continuous integration pipeline using Octopus

Imagine Communications

QA DEVELOPER

Waterloo, Ontario

Sept 2016 - Dec 2016

May 2015 - Aug 2015

Web Applications - Breakaway Team

- Developed QA tools and automated tests in C#/Selenium
- Built a product specific framework in C#/Selenium to quickly setup UI Tests

Personal Projects _____

Chrome Couch JAVASCRIPT • CHROME.* API

A Chrome Extension that allows an XPad Controller to browse the internet

Developed tab management features using Chrome.*'s passing capabilities

Myo Pad C++ • OPENGL • MYO SDK

A program using the Myo armband that translates hand movements into digital drawings

• Built the UI component which translates armband coordinates into graphical form

aSymple Platformer C# • UNITY GAME ENGINE

A 2-player platformer built during the GI Jam Games Hackathon

Implemented obstacle behavior and balancing features such as dropzones and timers

Education

University of Waterloo Waterloo, Ontario