Shanphylim1@gmail.com

shanpls

| in sphylim

Skills

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

Frameworks/APIs Three.js/WebGL, NodeJS, Chrome.*, Google Maps, Tumblr API, Selenium

Tools Git, Perforce, Unity Engine

Experience _____

Autodesk Montréal, Québec

SOFTWARE DEVELOPER INTERN

Sept 2016 - Dec 2016

Fusion 360 Web Access - Flagship Web-Based CAD Program

- Implemented various features using Three.js/Web GL
- Extended data propagation capabilities in a Node JS/C++ based distributed system

IBI GroupToronto, Ontario

FULL STACK DEVELOPER

Jan 2016 - Apr 2016

ATMS - A large scale traffic monitoring/management web application

- Developed across entire stack in using ASP.NET, SQL, and Angular JS
- Extended map view functionality through Google Maps API
- Applied MVC Design pattern to create new web pages in Angular JS/ASP.NET
- Automated application configuration process on deployment pipeline using Octopus

Imagine Communications

Waterloo, Ontario

May 2015 - Aug 2015

QA DEVELOPER

Web Applications - Breakaway Team

- Developed tools and automated tests in C#/Selenium
- Built a product specific framework in C#/Selenium to quickly setup UI Tests
- Authored and executed tests cases using project management software (Fogbugz/TargetProcess)

Personal Projects _____

Chrome Couch JAVASCRIPT • CHROME.* API

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

- Developed tab management features
- Implemented message passing capabilities

Straights C++ • GTK+

A card game that supports up to 4 human/AI players and features a complete GUI.

Myo Pad C++ • OPENGL • MYO SDK

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

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

Assymple Platformer C • Unity Game Engine

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

- · Scripted obstacle behaviour
- Implemented balancing features like drop zones and respawn timers

Education _

University of Waterloo

Waterloo, Ontario

BACHELOR OF SOFTWARE ENGINEERING CANDIDATE

2014 - 2019 (Expected)