

Shan Phylim

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Skills

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

Frameworks/APIs Three.js/WebGL, NodeJS, Chrome.*, Google Maps, 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 and bug fixes using Three.js/Web GL
- Extended data propagation capabilities in a Node JS/C++ based distributed system
- Implemented tangent chaining, allowing users to select multiple connected edges at once
- Refactored and made UI changes on a custom JS widget system

IBI Group

Toronto, 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

QA DEVELOPER

May 2015 - Aug 2015

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

🌐 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

🌐 aSymple 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)