MICHAEL SHIH

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Languages: JavaScript, TypeScript, Ruby, Java, Solidity, SQL, HTML, CSS
Skills: AWS, GCP, React, SQL & NOSQL DB, Rails, Express.js, CI/CD services, Docker, Kubernetes

EDUCATION

App Academy, Software Engineering Coding Bootcamp, NYC, NY   Jan 2023 – May 2023
16 week coding bootcamp designed to condense fours years of programming experience

St. John's University, College of Liberal Arts and Sciences, Jamaica, NY   Sept 2015 – May 2019
B.A. in Philosophy, B.S. in Biology, minor in Chemistry

PROFESSIONAL EXPERIENCE

Movie Rights Exchange, New York, NY
SOFTWARE ENGINEER, contract   July 2023 – November 2023
- Orchestrated **AWS S3 pipeline** integrating Dropbox assets via **Lambda** functions for concurrent movie file processing and efficient **IAM role management**
- Collaborated with CTO and cross-functional teams to **monitor load**, ensuring high uptime and achieving **90% cost savings** in production
- Showcased **agile/scrum** adherence, promoting teamwork, and maintaining code quality through thorough reviews

CityMD Urgent Care, New York, NY
CLINICAL SHIFT SUPERVISOR   April 2020 – October 2022
- Directed and led clinical teams of **12 or more employees** and oversaw **100+ patients** during peak pandemic time to reach beyond 80% patient satisfaction goals, into **93% patient satisfaction**
- Maintained **consistent on-call status** to allow teammates on-site to reach me for logistical and technical troubleshooting, **avoiding clinic workflow bottlenecks** and guidance with alternative workflows

PROJECTS

What-AI-Want   live | github
An intuitive website for custom avatar generator through OpenAI stable diffusion technology
- Led and collaborated in a team of three engineers to develop a web application following the MERN stack with OpenAI's beta API for image generation
- Oversaw **GitHub workflows** for team and hosted **daily standups** to address debugs and merge conflicts
- Performed **code reviews** and ensured teammates had a shared vision for end-to-end features, allowing user authentication to function end-to-end with a demo user bonus feature **within 8 hours of initial development**

D15C0RD   live | github
A full stack clone of the popular chat-app, Discord
- Incorporated **ReactJS** with **Ruby On Rails** and ActionCable to facilitate live real-time chat rooms and image posts with **AWS S3** storage
- Programmed distinct production environment variables and Docker images to allow an in-memory database to deploy on various CI/CD services agnostically, enhancing user chat experience and app maintenance

Ravine-JS   live | github
A pure JavaScript game where you control a player on an island with enemies and try to survive as long as you can!
- Developed a pure JavaScript app using **object-oriented programming** to define distinct enemy types (e.g., powerful skeleton, weaker slime) with **accessible APIs** for interaction by the player class
- Created a Javascript **Canvas** rendering engine that could animate character sprites and vary based on different game states and events