

MICHAEL SHIH

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Languages: JavaScript, Ruby, SQL, HTML, CSS
Skills: AWS, Rails, React, Redux, PostgreSQL, SQLite3, MongoDB, Express, Redis, CI/CD services, EMR systems
Learning: TypeScript, Go, Docker, Kubernetes

PROJECTS

What-AI-Want

[live](#) | [github](#)

An intuitive website for custom avatar generator through OpenAI stable diffusion technology

- **Led team of 3 other engineers** to execute project goals within 5 days while collectively learning about **MERN stack**
- Collaborated with dedicated backend engineer to develop an **Express** backend that could communicate with **OpenAI's beta API** for image generation
- Oversaw all **GitHub workflows** for the team, hosting daily standups to ensure project progression, including proactively and securely handling any potential merge conflicts
- Managed frontend and backend collaboration by ensuring that both developers aligned on the datatypes during our project's concurrent frontend and backend lifecycles

D15CORD

[live](#) | [github](#)

A full stack clone of the popular chat-app, Discord

- Incorporated **ReactJS** with **Ruby On Rails** and applied **AWS S3** storage and Rails's ActionCable to facilitate live real-time chat rooms and image posts
- Applied and programmed distinct production environment logic to utilize **Redis** as an in-memory database to make the user's chat experience smoother and more responsive
- Designed the **Ruby On Rails** backend API to respond to fetch calls and return normalized JSON for the frontend's **react-redux** cycle

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!

- **Pure JS** app only using **Canvas** manipulation and the browser environment
- Built a JavaScript application through an **object-oriented programming** paradigm to create an engaging and addictive survival game
- Leveraged JavaScript's browser environment to design a game engine that could smoothly animate and update game entities and artwork on Canvas
- Applied and manipulated third-party independent art and music assets to fit into the application environment

PROFESSIONAL EXPERIENCE

CityMD Urgent Care, New York, NY

CLINIC SHIFT SUPERVISOR

April 2020 – October 2022

- On-site shift logistics/operations manager, directed full clinical teams of 12 or more employees, often seeing over **100+ patients** during peak pandemic time
- Consistently made same-day emergency out-patient specialty appointments by **effectively communicating** urgent details to all parties, **helping patients understand** the healthcare system's workflows, logistics, and expectations
- Communicated claims, insurance, and scheduling details according to **latest protocols**
- Helped a diverse background of patients access the full range of technical services by approaching different patients' interactions **according to differentiating details**, like visit-type, chief-complaint and expectations.

EDUCATION

App Academy, Software Engineering Coding Bootcamp, NYC, NY

May 2023

- 16 weeks of coding and collaboration to condense 4+ years of programming experience
- Regular testing, project deadlines and consistent professional-industry feedback

St. John's University, College of Liberal Arts and Sciences, Jamaica, NY

May 2019

B.S. IN BIOLOGY, B.A. IN PHILOSOPHY, minor in Chemistry