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, Docker, Kubernetes, Playwright

EDUCATION

App Academy, Software Engineering Coding Bootcamp, NYC, NY

Jan 2023 - May 2023

Intensive 16-week program simulating four 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

QA Wolf, New York, NY

SOFTWARE QUALITY ASSURANCE ENGINEER

September 2023 – present

- Collaborated with a team to onboard and support client QA needs; oversaw test creation, maintenance, and bug identification which contributed to securing contracts worth \$100k+ ARR across 25+ clients
- Actively engaged in daily engineering standups, applying agile/scrum methodologies over weekly sprints;
 achieved 80% application test coverage in 4 months
- Managed plugins and VM environments to replicate and debug diverse client tech stacks; frequently consulted
 React and Angular documentation to craft robust, reusable tests
- **Specialized in using Playwright** for automated testing; leveraged expertise in Javascript and web development fundamentals (HTML, CSS) to develop and execute **comprehensive test suites**. This ensured high fidelity of UI elements to design specs, significantly enhancing user experience and interface reliability.

Movie Rights Exchange, New York, NY

SOFTWARE ENGINEER, contract

July 2023 – present

- 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

- Oversaw **GitHub workflows** for team and hosted **daily standups** to address debugs and merge conflicts
- Performed code reviews, allowing end-to-end functionality within 8 hours of initial development
 D15C0RD

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

<u>live</u> | <u>github</u>

 Incorporated React with Ruby On Rails and ActionCable to facilitate live real-time chat rooms and image posts with AWS S3 storage

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 and canvas game **engine** using **object-oriented programming** to define distinct enemy types (e.g., powerful skeleton, weaker slime) with **accessible APIs** for interaction by the player