Stephen Shilale

github.com/sshilal1 stephen.shilale@gmail.com

TOOLS/TECHNOLOGIES

- Node, Express, Socket.io, Npm
- Javascript, Html, Css, jQuery, Flexbox
- Git, Github, Tortoise SVN, MySQL, PHP
- Adobe Dreamweaver, Photoshop, Illustrator
- Powershell, C#, VisualBasic
- Bootstrap, Knockout, Interact
- Amazon Web Services EC2
- Apache, Ajax, Jasmine, Auth0

PROJECT EXPERIENCE

Pitch Online Playing Card Game

- Wrote a real time multiplayer card game primarily using JavaScript, HTML, and CSS.
- Hosted live at tepitch.com, managed on the Amazon Web Services EC2 platform.
- Integrated many Javascript frameworks for a modern, responsive, and up-to-date mobile friendly front end.
- Learned and implemented Node, Express, and Socket.io on the back end, using websockets for a simplistic and smooth multiplayer engine, efficiently handling many games at once.

Neighborhood Map

- Created an application that researches a neighborhood, providing a map, streetview images, information on nearby restaurants, weather, and news of the location.
- Used third-party API's (Yelp, Wiki, NYTimes) and ajax requests to provide the information for the application

Solar Energy Generation DashBoard - Sr. Design - Team Leader

• Designed and implemented a touch screen dashboard displaying relevant solar information from the engineering building's Solar Panel Array on the roof.

PROFESSIONAL EXPERIENCE

Crestron Electronics - Rockleigh NJ

Intern, Summer 2014, Winter 2015

Verification Engineer

June 2015-Present

- Work as a member of the Verification Engineering team, handling VE testing for Digital Media products
 - Singularly responsible for managing the VE process for Multi-Format Switches, Blade-Based Switches, and their compatible Audio/Video equipment. Total of 16 products
 - Creating and executing test plans to adequately verify features across a range of Digital Media products, complying with release dates and product requirement specifications
 - Operating a nightly regression setup, validating both trunk and branch firmware builds on over 50 different devices post-release
 - o Debug firmware issues, and work with development teams to investigate, report, and verify bugs
- Pioneered a new method of testing Crestron products through web requests
 - Wrote the firmware testing API and integrated it into our VE nightly test setup
 - Coded the test suite in Powershell

EduTek Ltd. - Mamaroneck NY

Summer 2013

Audio/Video Systems Intern

 Designed systems of various devices to be integrated into schools, homes, and other residential and commercial buildings. Worked in teams and coordinated with clients multiple times per day

EDUCATION

Binghamton University - Computer Engineering B.S. **Udacity -** Front End Web Developer NanoDegree

May 2015 June 2016