Shane S. Sims

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Projects - github.com/sssims

Hemingwire   2014-2015
hemingwire-alpha.com

Web application built using Ruby on Rails - a social media venue for book readers to discuss novels.

- Developed individually over full web-application stack using Unix, Ruby, SQL, JavaScript, CSS, and HTML.
- Optimized for performance. Examples include using AJAX, proper database schema and SQL joins, minimal CSS hacks, and following the "convention over configuration" design principle.
- Leveraged as a platform to learn the Ruby on Rails framework, server configuration, and web deployment (no previous experience).

Professional Experience

Agilysys, Inc.   2015 - 2016
Quality Assurance

- Create testing schemes and assure hardware and software for release.
- Prioritize tasks using SCRUM; employ agile development methodologies.
- Evaluate customer experience of products and propose improvements to development team.
- Manage communications with technical contacts at partner companies to troubleshoot third party equipment and development tools.
- Configure and support clients' software and hardware at customer-sites in time-constrained environments with little/poor information.

Advanced Industrial Modeling, Inc.   2014 - 2015
Software Engineer

Developed software used to optimize oil and chemical refineries.

- Inherited management role of certain new applets and features.
- Adapted by learning Visual Basic, VBA, and .NET framework in parallel with primary responsibilities.
- Contributed over full application stack: maintained database schema, designed user experience; everything in between.

UC Santa Cruz – Jack Baskin School of Engineering   2011 - 2013
Tutor / Reader

Section leader of computer science classes. Lectured in computer labs and assisted students individually; graded students' programming assignments and exams.

- Prioritized time with large groups of students; identified bugs in code at a glance.
- Organized crowds which would gather during sections before exams and assignment deadlines.

Education and Skills

University of California, Santa Cruz

B.S. Computer Science, December 2013
Minor Physics

Programming Languages (Ordered most to least experience)
C, Java, C++, C#, JavaScript, Ruby, SQL, Python, HTML, CSS, VB, VBA, LC3 Assembly

Technical Skills

- Database Systems
- Algorithm Analysis
- Software Design Patterns
- Operating Systems
- Test Driven Development
- Object Oriented Programming
- Server Configuration

- Android Applications
- Computer Architecture
- Statistics
- Data Analysis
- Laboratory Physics
- Quantum Mechanics
- Calculus