

# Shane S. Sims

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## Professional Experience

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### **Advanced Industrial Modeling, Inc.**

*May 2014 - April 2015; April 2016 - Present*

*Software Engineer (C#, .NET 4.6)*

Full stack developer on Excel-integrated linear programming application used to optimize oil refineries.

- Development work expected to generate ~\$300,000 revenue in 2017; product sales scaled to individual contribution.
- Built custom query interface to use Microsoft Excel as pseudo-database (C#).
- User Experience design and implementation (WPF, JavaScript).
- Adjust development priorities around changing client demands; small business with many custom solutions.

### **Agilysys, Inc.**

*July 2015 - Jan. 2016*

*Quality Assurance Engineer*

Defined acceptance criteria for product releases; manually tested hardware and software.

- Validated user experience against design principles such as discoverability, useful feedback, and intuitive signifiers.
- Communicated directly with users as support and during new product trials, often on-site; leveraged feedback.
- Prioritized tasks using Scrum; employed agile development methodologies.

### **University of California, Santa Cruz**

*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; adapted strategies to help students with different learning styles.
- Organized crowds which would gather during sections before exams and assignment deadlines.

## Projects - [github.com/ssims](https://github.com/ssims)

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### **Hemingwire**

*September 2014 - February 2015 (Abandoned)*

*hemingwire-alpha.com*

Twitter-esque social media web app for book readers; main goal of project was to learn new skills and languages - secondary goal was to start an entrepreneurial venture.

- Full-stack development in Ruby on Rails, an MVC framework. Tools used include Ruby, JavaScript, SQL, Unix.
- Evolved skillset constantly; being inexperienced, new problems required research, learning, trial and error.
- Adopted user-driven design philosophy. An intuitive and simple user experience was primary development priority.

## Education and Skills

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### **University of California, Santa Cruz**

*B.S. Computer Science, December 2013*

*Minor Physics*

### **Programming Languages** (Ordered most to least experience)

C, C#, JavaScript, Ruby, SQL, Java, C++, Python, HTML, CSS, VB.NET, 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