

Shane S. Sims

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Professional Experience

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

Hemingwire

September 2014 - February 2015 (Abandoned)

hemingwire-alpha.com

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

- Full stack development using Unix, Ruby, SQL, JavaScript, CSS, and HTML.
- Focused on user experience and rapid development cycles.
- Leveraged as a platform to learn the Ruby on Rails framework, server configuration, and web deployment (no previous experience).

Education and Skills

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