

Shane S. Sims

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Technology doesn't advance itself. Software engineer eager to find way to contribute programming and engineering skills to the meaningful technological advancement of humanity

Professional Experience

Advanced Industrial Modeling, Inc.

May 2014 - April 2015; April 2016 - Present

Software Engineer (C#, .NET 5.0)

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

- Design application architecture, vet external API integrations; maintain unit tests.
- Built custom query interface to use Microsoft Excel as pseudo-database.
- User Experience design and implementation.
- Adjust development priorities around changing client demands at 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

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 include Ruby, JavaScript, SQL, Unix.
- Adopted user-driven design philosophy. An intuitive and simple user experience was primary development priority.

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

- Algorithm Analysis
- Database Systems
- Software Design Patterns
- Operating Systems
- Test Driven Development
- Computer Architecture
- Calculus
- Statistics / Data Analysis
- Quantum Mechanics
- Laboratory Physics