

Shane S. Sims

329 W. Yanonali St. • Santa Barbara, CA 93101 • 805 729 4411 • shanessims@gmail.com • shanesims.me

Seeking junior software engineering position.

Education

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, Python, SQL, HTML, CSS, VB, VBA, LC3 Assembly

Electives Sample (Includes programming language(s) used, if applicable)

- Algorithm Analysis
- Operating Systems (C)
- Database Systems (SQL)
- Mobile Applications (Java w/ Android SDK)
- Quantum Mechanics
- Laboratory Physics

Professional Experience

Advanced Industrial Modeling, Inc.

Software Engineer

July 2014 - Feb. 2015

Upgraded and added features in a large-scale .NET application.

- Learned Visual Basic, VBA, and .NET framework on the job.
- Active projects changed constantly. Worked over full application stack.
- Project-leader of a new product. Designed and implemented entire UI and most of backend.
- Collaborated with other engineers on problem solving strategies.

UC Santa Cruz – Jack Baskin School of Engineering

Tutor / Reader

Sept. 2011 - June 2013

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

- Managed time with each student; learned to identify bugs very quickly.
- Organized the crowd in sections which preceded exams and assignment deadlines.

Projects - github.com/ssims

Hemingwire

hemingwire-alpha.com

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

- Used as a platform to learn Ruby on Rails, server configuration, and web deployment.
- Worked over full web-application stack using Unix, Ruby, MySQL, JavaScript, CSS, and HTML.
- Focused on performance and efficiency. Examples include using AJAX, proper database schema and SQL joins, minimal CSS hacks, and following convention over configuration design principle.

References available upon request