

Shane D. Gilbert

(209) 204-2531 | shanedgilbert@gmail.com | github.com/shanedgilbert | linkedin.com/in/shanedgilbert | sdgilbert.net

Education

California State University, Long Beach | Long Beach, CA

January 2020 – May 2022

Bachelor of Science in Computer Science, GPA 3.60

University of California, San Diego | San Diego, CA

August 2015 – June 2019

Bachelor of Science in Cognitive Science, GPA 3.00

Experience

Altsciences (formerly WCCT Global) | Cypress, CA

September 2020 – Present

Scheduling Supervisor / Clinical Operations

Phase contract research organization focused on early drug development

- Scheduled staff to perform clinical procedures for all in-house studies while utilizing over 100 employees
- Developed several staffing programs to automate repetitive tasks which saved the company hundreds of hours of manpower
- Overhauled the entire staffing department by redesigning the staffing schedule and implementing new staffing tools which have been adopted by the entire Clinical Operations department and is still in use today

UCSD Housing, Dining, and Hospitality | La Jolla, CA

May 2016 – September 2018

Student Manager / Catering

- Organized events at UCSD such as conferences and banquets while managing teams ranging from 30-60 associates
- Redesigned the new-hire orientation and training program which resulted in a 2-week training time reduction and improved training procedures

Projects

Stub

January 2022 – May 2022

A group project designed to streamline streaming service content into one location for easy lookup

- Led a team of 5 engineering students to design and develop a MERN stack application while utilizing several public APIs
- Utilized MongoDB for account and content lookup, and a streaming service API to build the initial database and populate content across the application

Staffing Hour Tracker

Summer 2021

An individual project designed to calculate staff's weekly hours, generate staff-specific schedules, and create weekly shift reports

- Developed a full staff Java application that computes the scheduled hours for staff, displays the days the staff are scheduled, and creates a spreadsheet of shift data used for shift analysis
- Utilized the Apache Excel API for spreadsheet manipulation and JavaFX for UI design
- Reduced the workload and manpower needs of the scheduling department, resulting in a saving of at least \$1000 per month

NewsFlash

January 2020 – June 2020

Web-based app developed within a team of 4 people, designed for dyslexics and speedreading

- Utilized the Google News API to display relevant news articles in a modifiable speedreading format
- Aimed to improve the reading skills of dyslexics by allowing users to modify the speed and font of the reader

Fast Eats

August 2019 – December 2019

Web-based app developed within a team of 4 people, designed to be a Tinder for eateries

- Simplified how people choose restaurants by presenting menu items in a swipe-able format
- Designed with storyboards, user personas, mock-ups, prototypes, and A/B testing to emphasize a UX design mindset

Skills

Programming: Java, Python, C#, C++, Ruby, JavaScript, SQL, Node.js, HTML, CSS

Frameworks: React, Bootstrap, JavaFX

Technologies: Git, Github, MongoDB, APIs, MySQL, Linux, Bash, Google Cloud, Figma