

CAELAN SETO

FULL-STACK DEVELOPER



514-718-5955



caelan_seto@hotmail.com



Montreal, Quebec



caelanseto.github.io



github.com/CaelanSeto



www.linkedin.com/in/caelan-seto/

SKILLS

• Front-End:

Ajax, Bootstrap, C#, CSS3, HTML, JavaScript, jQuery, .Net, Razor (ASP.NET), React, Thymeleaf, WPF, Blazor

• Back-End:

Express.js, Java, Node.js, PHP, Spring Boot, ASP.NET

• Databases:

MySQL, Microsoft SQL, PhpMyAdmin, PostgreSQL

• Hosting and Dev Tools:

AWS, Docker, Eclipse, IntelliJ, JUnit, Linux, NetBeans, Visual Studio Code, Visual Studio, Ubuntu, XAMPP, Microsoft Azure

• Others:

Agile Methodology, Git/GitHub, MS Office 365, Postman, Trello, Communication, Teamwork, Time Management, Adaptability

WORK EXPERIENCE

PRIVATE PIANO TEACHER

Montreal, Quebec

2015-2021

BARISTA

Starbucks, Montreal, Quebec

2018-2021

PROFILE

I am a Full-Stack developer with a specialization in front-end development. I am currently looking to further my expertise through an internship, or job opportunity in the field. I will be available for full-time employment starting from **January 3rd, 2023**.

EDUCATION

AEC IN FULL-STACK DEVELOPMENT

John-Abbott College

Dean's List - Winter 2022 semester

2022-2023

- **FreeMusic:** A searchable digital library website of public-domain music scores with functionalities such as playing music via MIDI plugin. [React, Node.js, AWS EC2, RDS, and S2]
[GitHub Repository](#)
- **Syntax Games:** A clone of a video game website built using JavaScript. A custom music player and a web game were coded. [JavaScript]
[GitHub Repository](#)
- **Syntax Shop:** A retail website selling computers and their components. [PHP]
[GitHub Repository](#)
- **Syntax Books:** A clone of Google Books, with a PDF and .epub reader and a book payment and download system. [Razor Pages, Dotnet, C#, Microsoft Azure]
[GitHub Repository](#)

BACHELOR IN MUSIC

McGill University

Major in Music Theory

2016-2019

- Using various software related to music production, including Ableton, ProTools, Cubase, Reaper, Finale, Sibelius and MuseScore.

VIDEO GAME SCORING WORKSHOP

NYU

2017

- Using Unreal Engine and Wwise to integrate music into a 3D game environment.