

SEAN COLLINS

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🌐 <https://github.com/drink-some-water>

SUMMARY

Software Developer experienced in full-stack development with a focus on using .Net/C#, SQL, and React. Experience includes developing a back-end for IoT simulation tools and leading a team to build a news platform with React and Django. Proven ability to collaborate in agile environments, presenting prototypes, and refining project directions with stakeholders. Aims to contribute technical skills in developing and maintaining innovative web applications.

EDUCATION

California State University - Long Beach

Dec 2023

Bachelor of Science, Computer Science

WORK EXPERIENCE

Our National Conversation

Feb 2024 - Apr 2024

Software Developer

- Designed and developed web applications incorporating front-end prototypes using React, supplemented with back-end builds utilizing Django, relevant to aligning news feeds by theme, enhancing user engagement.
- Led a team of interns with task tracking through Jira, and applied Scrum methodologies to enhance productivity by organizing Sprint meetings, streamlining projects parallel to Agile practices at a junior engineering level.
- Collaborated with stakeholders to present project prototypes periodically, gather feedback, and strategically refine project outputs in alignment with anticipated software engineering duties.

California State University - Long Beach

May 2023 - Dec 2023

Research Assistant

- Performed research on data system methodologies, showcasing findings on stream querying and master data management, underpinning foundational knowledge crucial for aligning robust SQL database handling.
- Created SQL-based indexers and versatile query handlers for merging data across various platforms, increasing adaptability evidenced through perseverance of 'Local-as-View' principles reducing data latency.
- Contributed to the development of the web back-end for Datanz.com employing Git for version control, fortifying system functionality and fostering reliable software implementation consistent with engineering standards.

Data Annotation

Jan 2024 - Present

Software Developer

- Developed code in C#, React, Python, and multiple SQL environments, including MySQL, PostgreSQL, and BigQuery, which improved the quality of training data for large language models
- Collaborated with supervisors to provide insights and corrections to dataset formulation questions and interface bugs, enhancing the beta version's stability and usability

PROJECTS

Unity Dungeon Map Generator

- Created a procedural Dungeons and Dragons map generation tool using Unity3D for highly vertical, multi-layer dungeons.

Fileless Ransomware

- Lead a team of five to architect and develop a ransomware attack vector through a JavaScript vulnerability.
- Used combination of C#, PowerShell script, and JavaScript to create an educational demonstration.

SKILLS

- **Languages:** C++, C#, Python, HTML, BASH, Jupyter, SQL (MySQL, PostgreSQL, BigQuery), Unity
- **Frameworks:** React, .NET, Spring, Django, Angular
- **Technologies:** AWS, Compute Engine, Jira, Git, Agile methodologies, Apache Flink, CI/CD pipelines
- **Testing:** Unit testing
- **APIs:** RESTful APIs

CERTIFICATIONS

- **Coursera Deep Learning Specialization:** Built and trained deep neural networks, identified key architecture parameters, implemented vectorized neural networks, and applied deep learning to various applications. Trained test sets, analyzed variance for deep learning applications, utilized standard techniques and optimization algorithms, and developed neural networks in TensorFlow. Developed a CNN for detection and recognition tasks, applied neural style transfer to generate art, and implemented algorithms for processing image and video data. Built and trained RNNs, worked with NLP and Word Embeddings, and used HuggingFace tokenizers and transformer models to perform Named Entity Recognition and Question Answering.