SEAN C. GATELY

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OVERVIEW

Driven computer scientist with experience inventing creative solutions and an engineering education background that allows for systematic resolution of bugs and optimization of software throughout the entire development lifecycle. Looking for the next opportunity to show my abilities of hands-on leadership, coordination of cross-functional teams in fast-paced environments, and timely project completion within budgetary constraints.

PROGRAMMING LANGUAGES & OTHER TECHNOLOGIES

C/C++	Git	Python	Angular.js
C#	Java	React	react.js
Powershell	JavaScript	Rust	VS Code
G Suite & MSFT Office	Linux	Unity	Spring Boot
node.js	Visual Studio	SQL	

CORE COMPETENCIES

Agile Methodology	Object Oriented Programming	Technical Process Improvement
Development Lifecycle	Project Management	Testing
Debugging	Team Management	

EXPERIENCE

Associate Software Engineer | Blue Cross Blue Shield of Tennessee| Chattanooga, TN | May 2023-November 2023
Part of a team that maintained Edifecs Encounter Management as well as internal components to manage incoming 747s using the .NET tech stack

- Workflow was handled using SCRUM methodologies

- C# was the primary language used for updating and maintaining components, while powershell was used for components that handled file manipulation.
- Job involved impromptu ticket handling for other departments, which typically were completed using SQL server

- Hybrid(remote/on-site) work model

Manager | Parthenon Grille | Murfreesboro, TN | 2019 to 2023
Part of managing team of dine-in Greek cuisine restaurant. Schedule is full-time during educational breaks and part-time when also accountable for full-time education schedule.

- Responsible for all channels of customer satisfaction, communication, promotion
  -This includes private dining, events, reservations by phone and online, online ordering, catering, no-contact delivery, and curbside pickup

- Managed and scheduled team of kitchen members, service staff, and cleaning crew while handling any customer escalations

EDUCATION

Bachelor of Science in Computer Science | MIDDLE TENNESSEE STATE UNIVERSITY | Murfreesboro, TN

CERTIFICATIONS

FastTrack | Cook Systems| Chattanooga, TN | 2024

Training program predominantly focused on full stack web development(Java, Javascript, PostgreSQL, Angular.js, Spring Boot, JQuery)

PROJECTS

Who's Who
- Created an angular.js app that allows players to guess the title of a playing track
- Implemented the game by utilizing Spotify's search API to generate an array of tracks which were randomly shuffled
- Game features several config settings, a scoring system, and a leaderboard that persists through multiple game sessions as per business
  requirements
- Project was a primarily solo effort; planning was done using a figma wireframe
Environment: Typescript, HTML5, CSS, angular.js, howler.js, Visual Studio Code

FastTrack Wiki
- Created a website that interfaced with a PostgresSQL repository to display employees, announcements, and teams of respective companies. • Users could log in to view announcements; those with admin privileges could view users for each company, edit and create teams, add and remove users
- Team collaboration: two members were responsible for the frontend functionality of the website, while another two(including myself) were responsible for developing the API that the frontend team could use to populate the website.
- Team member roles were fluid; members would shift between backend and frontend work as needed and appropriate.
  Environment: Eclipse, Visual Studio Code, Spring Boot, Angular.js, Java, Javascript, git

Social Media API
- Created a web service modeled after a typical social network(twitter) that would handle various endpoint requests for a set of entities (tweet, user, profile, etc...)
- Collaborated with teammates to implement a given ERD to establish relationships between the various entities via designing DTO, repository, and entity objects
- Implementing endpoints was a team effort, however much communication was needed as the functionality of certain endpoints were dependent on another.
- A variety of tests were run in Postman to ensure the web service was running as intended
  Environment: Eclipse, Springboot, Postman, git

BlockTime
. Lead software development resource on a team creating a gaming product, named Blocktime, for a client. .The objective of the game was for two players to work together to build specific structures using building blocks of various

shapes, sizes, and color

.Success in the game required cooperation between the two players that were given separate information and access-
Player 1 was given information related to design structure and other details, player 2 was given access to building controls

.Utilized a networking library specifically for Unity, called mirror, to create multiplayer elements -Scripts were written in C#