

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 | 2023

Part of a team that maintained Edifecs Encounter Management as well as internal components

- 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

Software Development Team Leader | MTSU Project | Murfreesboro, TN | 2021

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.

- The game was developed primarily with Unity software
- 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

Primary Leadership Inputs

- Rapid education on Unity software to become team lead on the subject matter
- Utilized a networking library specifically for Unity, called mirror, to create multiplayer elements
 - Scripts were written in C#

EDUCATION

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

CERTIFICATIONS

FastTrack | Cook Systems | Chattanooga, TN | 2024