Sean Gately

PROFESSIONAL SUMMARY

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.

TECHNICAL SKILLS

Programming: Java, JavaScript, C/C++, C#, Python, Powershell, Angular, TypeScript, HTML5, CSS3, SQL, Spring Boot, JDBC, Jackson, JPA, jQuery, Node, webpack, Babel, Maven, npm,

Software: Eclipse, VS Code, Git, GitHub, pgAdmin, Visual Studio, Unity

Databases: PostgreSQL, SQLServer

Operating Systems: Windows, Linux(Fedora, Debian)

PROFESSIONAL EXPERIENCE

COOK SYSTEMS – Memphis, TN 09/23 – Present
FastTrack Developer

Album Assignment
• Implemented classes to set up a track-album relationship between two entities
• Album class utilized an Array List to contain track classes, whose constructors appropriately handled setting a track to an album parent as well as deep copying.
• Classes needed to be implemented in half an hour; monitored by an evaluator

• Task was given to evaluate my competency in class hierarchy and collection manipulation.
Environment: Eclipse

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

BLUE CROSS BLUE SHIELD OF TENNESSEE-- Chattanooga, TN 05/23 - 11/23
Associate Software Engineer
Part of a team that maintained Edifecs Encounter Management as well as internal components

-Job involved impromptu ticket handling for other departments, which typically were completed using SQL server

-C# was the primary language used for updating and maintaining components, while powershell was used for components that handled file manipulation.

-Workflow was handled using SCRUM methodologies

-Hybrid(remote/on-site) work model

PERSONAL PROJECTS

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#

EDUCATION
Middle Tennessee State University – Murfreesboro, TN 05/22
Bachelor of Science: Computer Science