

Sean Coomansingh

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Cybersecurity Analyst | Security Specialist | SOC Analyst

Experienced IT professional with expertise in game design, cybersecurity, and information technology, with a strong background in project management and leading cross-functional teams to develop web-based educational games. Proficient in tools such as Unity, Unreal Engine, and GameMaker, with experience managing projects through the full software development life cycle (SDLC). Skilled in cybersecurity incident response, digital forensics, threat hunting, and vulnerability management, with hands-on experience utilizing SIEM tools, IDS/IPS, firewalls, and EDR systems to detect and mitigate cyber threats. Possesses in-depth knowledge of network protocols, log analysis, and cloud security, with the ability to collaborate across teams to address security challenges and effectively communicate findings to both technical and non-technical stakeholders. Committed to staying current with cybersecurity trends and continuously enhancing detection capabilities.

AREAS OF EXPERTISE

Information Technology | Network Technology | Computer Information Systems | Hardware & Operating Systems | System Design and Implementation | Robotics | Algorithms & Data Structures | Relational Databases & Database Systems | NIST Risk Management Framework (RMF) | Web Design | Prototyping | Game Design Documentation | Level & System Design | Game Production | Game Usability & Gameplay Testing | User Research | User Experience (UX) | Content Creation | Technical Design | Asset Management | Quality Assurance (QA) | Risk Management | Network Security | Cybersecurity Frameworks (RSF, NIST CSF) | Cybersecurity Ethics & Best Practices | Security Audits | Threat Detection & Mitigation | Incident Analysis & Handling | Information Assurance & Security | Project Management | Source Control / Version Control (GitHub, Plastic SCM) | Stakeholder Communication | Team Leadership

PROFESSIONAL EXPERIENCE

Implementation Engineer | Sonover Inc, Grenada

July 2025 - October 2025

- Planning, coordinating, and executing software implementation projects in collaboration with project managers and development teams.
- Installing, configuring, and testing software systems to ensure they meet client specifications and performance standards.
- Providing technical training and support to end-users during onboarding and after deployment.
- Troubleshooting issues during and after implementation, coordinating with technical teams to resolve them efficiently.
- Developing and maintaining implementation documentation, including client requirements, system configurations, and process workflows
- Monitoring project timelines and deliverables to ensure on-time and within scope completion
- Assisting in the development and improvement of implementation processes, tools, and templates to enhance operational efficiency
- Collaborating with cross-functional teams including sales, support, and development to ensure alignment and continuity throughout the client journey
- Maintaining strong client relationships and ensuring a high level of customer satisfaction during and after implementation
- Participating in continuous learning to stay current with software updates, industry standards and best practices.

Game Content Learning Strategist | Stride Inc., Herndon, VA (Remote)

August 2023 – December 2024

- Led development of web-based educational games, ensuring secure, server-based file storage solutions for student and developer accessibility, while managing weekly project milestones and progress tracking with minimal supervision.
- Collaborated with cross-functional teams using source control tools (Plastic SCM, GitHub, GitLab) and project management platforms (Jira) to deliver interactive game systems and levels for K-12 curricula, using GameMaker, Unity, Twine, and Photoshop.
- Spearheaded brainstorming sessions to conceptualize new game mechanics aligned with educational objectives, ensuring engaging and interactive learning experiences across subjects such as English Language Arts, Mathematics, History, and Environmental Science.
- Developed games across various genres (endless runners, open-world adventure, puzzle, platformer, role-playing) to support diverse learning objectives, while ensuring high-quality performance, user experience, and bug-free deployment.
- Applied GML Visual and GML Code programming languages to create educational content, integrating curriculum elements to enhance gamification of K-12 education.

Head Technical Assistant | St. George's University, Grenada

August 2021 – August 2022

- Supervised and mentored a team of technical assistants, ensuring smooth operation of computer labs. Provided guidance on daily technical tasks, performed routine maintenance on lab equipment, and assisted students with troubleshooting technical issues (computer malfunctions, printer connectivity, email configuration).
- Conducted monthly inventory audits and tracked stock levels of lab equipment and materials. Developed and implemented checklists, weekly reports, and inventory tracking systems to optimize lab operations and ensure proper equipment functionality.

- Gained hands-on experience in search engine optimization (SEO) and search engine analysis, learning the key strategies for improving website visibility and online presence.
- Acquired practical knowledge of electrical principles, including terminating RJ45 connectors and wiring for network setups, enhancing technical troubleshooting and installation skills.
- Developed engaging PowerPoint presentations, graphics, and surveys to assess public response to the COVID-19 pandemic, contributing to data collection and analysis efforts.
- Designed and built client-focused websites using WordPress, tailoring designs and functionality to meet specific business needs and objectives.
- Strengthened public speaking and graphic design skills by creating presentations and visual content, improving communication effectiveness and client interactions.

PROJECT DEVELOPMENT

Game Design and Development Project: "Empathy"

- Led the development of the published game, Empathy, which provided hands-on experience in project management, leadership, and the full system development life cycle (SDLC).
- Managed the project from concept to completion, applying industry-standard workflows and development pipelines to ensure timely delivery and high-quality output.
- Collaborated with cross-functional teams to refine game mechanics, enhance player experience, and maintain design consistency.
- Gained proficiency in game development, systems implementation, and level design, allowing the transition from initial prototypes to a polished, fully published product.
- Contributed to several smaller-scale projects as both a game designer, assisting with concept creation and game documentation, and as a game developer, focusing on system and level development.

TECHNICAL SKILLS

C# | C++ | Java | Python | Bash Programming | SQL | Unity | Unreal Engine | GameMaker | Twine | Internet Protocol Suite (TCP/IP) | Network Architecture | Network Protocols | RJ45 Connectors | Wire Termination | Network Analyzer Tools | Security Information and Event Management (SIEM) Tools | Intrusion Detection Systems (IDS) | Vulnerability Assessment | Indicators of Compromise (IoC) | Malware Analysis | Sniffing Tools | Security Operations Center (SOC) | Network & Host Monitoring | Cloud Computing | Bash Scripting and Automation | Technical Writing

EDUCATION

Masters of Science in Game Design | Full Sail University, 2023

Relevant Courses: Unreal Engine (C++ Programming) | Unity (C# Programming) | Content Creation | Software Development Lifecycles | Prototyping | Production and Capacity Planning | Quality Assurance | Level Design | System Design | Game Design Documentation | Technical Design Documentation | User Experience (UX)

Bachelors of Science in Information Technology | St. George's University (SGU), 2022

Relevant Courses: Java Programming | Web Development | Graphic Design | Relational Databases | Networking and Data Communications | Systems Design and Implementation | Systems Security | Computer Information Systems | Robotics

CERTIFICATIONS

Career Essentials in Generative AI by Microsoft and LinkedIn Certificate | Microsoft, 2025

Relevant Skills: Generative AI | Generative AI Tools | Artificial Intelligence (AI) | AI Productivity | Microsoft Copilot | Office 365 | Artificial Intelligence for Business | Search Engine Technology | Responsible AI | Computer Ethics

Google Cybersecurity Professional Certificate | Google, 2024

Relevant Courses: Foundations of Cybersecurity | Play It Safe: Manage Security Risks | Connect and Protect: Networks and Network Security | Tools of the Trade: Linux and SQL | Assets, Threats, and Vulnerabilities | Sound the Alarm: Detection and Response | Automate Cybersecurity Tasks with Python | Put It to Work: Prepare for Cybersecurity Jobs

Projects

EdgeRun | April 21st 2025 - Present

Personal project encompassing a mobile racing game being built through the Unity C# scripting environment. This game has been conceptualized, and began production on April 21st 2025, whereby systems of how the game should operate were created, then built upon to achieve the desired product. This game is still currently in development and is currently in its closed testing state on the Google Play Store, with plans of a full public release coming very soon.

Medical AI Actor Patient | April 9th 2025 - Present

This was a project developed alongside Dr. John Swope, whereby he has responsibilities within the St. George's University to educate and showcase the effectiveness of AI introductions into the medical, veterinary and overall teaching infrastructure at the university. I was tasked by him to create an AI Actor, which encompassed linking Open AI' API in order to have conversations using the Open AI 3.0 , 3.5 and 4.0 models, and add facial expressions to the actor as well. Upon completing this, I was then tasked to add in a text to speech functionality to the project, whereby you can type in input, send it into the GPT model, then have it speak its responses back to you, which was done using ElevenLabs TTS (Text-to-Speech). Due to seeing a necessity for having real time humanized conversations, I worked on adding in voice input and mic access through Unity, having your speech transcribed through Open AI, then having it speak back to you through ElevenLabs. Lastly, I added the ability for the actor to learn from text-based data sets, and in the latest rendition I gave it a full dataset of a medical patient with Acute Bronchitis, which detailed symptoms, medical history, family history and how to progress through the dialogue. With this being added, students of any medical setting can create a custom virtual patient that not only helps them with doctor-to-patient interactions, but allows for a more diverse, yet targeted learning experience.

ClinicOne | November 2nd 2025-Present

Developed a comprehensive full-stack Electronic Medical Records (EMR) system for Belmar's Health Services, a general practice clinic in Grenada, utilizing React, TypeScript, Express.js, and PostgreSQL with Drizzle ORM for type-safe database operations. The application implements secure role-based access control with OpenID Connect authentication (Replit Auth) via Passport.js, supporting four distinct user roles (Admin, Doctor, Nurse, Receptionist) with granular permissions across all operations. Built a complete patient management workflow featuring expanded contact profiles with international fields, chronic condition tracking for 13+ conditions, symptom monitoring, toxic habit documentation, and Next of Kin emergency contact management. Implemented comprehensive clinical features including visit records with vital signs tracking (blood pressure, heart rate, temperature, oxygen saturation, fasting blood sugar), prescription management, inventory system with automatic stock deduction, invoice generation with PDF export capability, document upload system for medical imaging (X-rays, CT scans, MRIs, ultrasounds) using Google Cloud Storage, and sick leave certificate generation with professional PDF output. Developed an intelligent appointment notification system with browser push notifications, configurable lead times, and infrastructure-ready integrations for SMS (Twilio) and email (SendGrid) channels. The system features soft-delete functionality with complete audit trails for HIPAA-like compliance, advanced search and filtering across all entities, real-time analytics dashboard with Recharts visualizations, and a polished UI following Fluent Design principles using shadcn/ui components and Tailwind CSS. Implemented session-based authentication with PostgreSQL storage, proper foreign key constraints for data integrity, and comprehensive form validation using React Hook Form with Zod schemas, demonstrating expertise in modern web development, healthcare software design, and secure data management practices.

BillFlow | November 13th 2025-Present

BillFlow is an invoice and payment platform designed to help businesses in Grenada and beyond manage their billing professionally. The platform serves as a digital invoice book that allows business owners to create beautiful, professional invoices and get paid by their clients efficiently. The system works by first having business owners sign up using their Replit account. Before they can start using the platform, an administrator reviews and approves their business, which allows for manual payment verification through bank transfers or cash—a feature specifically tailored for the Grenada market. Once approved, business owners set up their profile with their company name, contact information, and logo, then add their clients to keep track of customer information. Creating invoices is straightforward: business owners add line items for the services or products they're selling, and the platform automatically calculates subtotals, discounts, and taxes, eliminating math errors. They can then send these invoices directly to clients via email or share a secure payment link. Clients have the flexibility to pay online using credit cards through Stripe, or they can use traditional payment methods like cash, bank transfers, or checks. The platform also generates professional PDF invoices with business branding that can be downloaded and shared. BillFlow is built with security and privacy in mind, ensuring that each business only sees their own data through multiple protective layers. The platform includes an admin dashboard where administrators can approve new businesses and manage platform access. It's designed specifically for small business owners, freelancers, and service providers in Grenada who want to move from paper invoices to a simple, affordable digital solution that respects both modern online payments and traditional local payment methods.