SEAN SHMULEVICH

SOFTWARE ENGINEER

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TECHNICAL SKILLS

Languages	Web Technologies	Systems	Infrastructure + Backend	Other Skills
Python *(6 years)*	HTML/CSS *(8 years)*	Vim/Neovim *(3 years)*	Java SpringBoot	Regex
Java *(6 years)*	Svelte *(4 years)*	Bash/ZSH *(4 years)*	FastAPI/Django/Flask	Selenium
Javascript *(6 years)*	React.js *(2 years)*	Debian Linux *(4 years)*	AWS: S3, Lambda, EC2, Cognito	Yacc/Bison
C/C++ *(5 years)*	NodeJS/SvelteKit	Docker *(2 years)*	PrismaORM	FFmpeg

PROFESSIONAL EXPERIENCE

Lead Engineer, at DapUp.co   **June 2023 - April 2024**
- Developed a startup MVP as a freelance project for a client. Main technologies: **SvelteKit, AWS Lambda, EC2, Cognito**
- Engineered the prototype (30+ pages and routes) within a tight **8-week** deadline, linking college athletes with businesses for marketing campaigns
  - Established secure in-house **user authentication** methods integrated seamlessly with both email and text message code verifications; mobile verification **accelerated new user onboarding from 5 minutes to 2 minutes** on average
  - Deployed a Redis cache for the top 50 most accessed data queries; streamlined data access, leading to a **30% database load decrease** and a marked improvement in system reliability

Full-Stack Intern, at Fine.dev   **August 2023 - December 2023**
- Resolved critical challenges in the Supabase authentication flow, ensuring seamless transitions from browser-based login to the Electron app; improved user experience by reducing **session retrieval time by 20 seconds on average**
- Diagnosed over 15 UI bugs reported by users on Discord; implemented targeted solutions that expedited menu functionality improvements and contributed directly to elevated user satisfaction metrics across the platform
- Created robust API endpoints to validate YAML configurations crucial for diverse AI agents, leading to a **50% reduction of manual error checks** and increased deployment speed across project iterations

PROJECTS

Ophelia Project Planner   **Planning app: Flutter and Java SpringBoot**
- Coordinated collaboration processes across a four-member team by **delegating tasks** based on individual strengths; ensured smooth integration of each member's work into one cohesive application to improve workflow
- Routed pages created by separate team members together into one cohesive application
- Formulated **precise architectural plans** through detailed storyboarding techniques
- Deployed a fully functional Java Spring API using Docker technology on Raspberry Pi, achieving seamless local access for testing environments and **increasing development efficiency**

Interactive Film Voting Application   **Real-Time Kahoot clone: Java SpringBoot and JS**
- Developed an [interactive storytelling application](#) allowing users to vote on plot direction within a live auditorium setting, featuring an intuitive admin dashboard and real-time voting interface, enhancing **audience engagement for over 80 participants**
- Delivered functional prototype within 48 hours, demonstrating rapid project execution and focused development skills.
- Integrated web socket technology to facilitate instantaneous data transfer between client and server and live updates

Mini Java Compiler   **Compiler for a subset of Java: C++, Bison, and Lex**
- Lexical Analysis token generation with Lex
- Engineered a comprehensive parse tree by constructing an intricate grammar using Yacc, **achieving zero shift-reduce conflicts,** and completing the grammar 30 hours of focused programming effort
- Executed a depth-first search parse tree traversal to encode usages and validate code semantics
- Led efforts in generating high-quality intermediate representation through **efficient use of the LLVM IR API** based on specific input requirements

EDUCATION + SKILLS

- **Education:** Bachelor of Science in Computer Science from the University of Pittsburgh **expected graduation August 2025**
- **Languages**: English, Russian
- **Hobbies**: Skiing, Skateboarding, Rubik's cubes, Home Automation, HomeLab, Origami, Vim