

# Sean Peart

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LinkedIn: [linkedin.com/in/seanpeart/](https://www.linkedin.com/in/seanpeart/)

GitHub: [github.com/SeanCodeMedia](https://github.com/SeanCodeMedia)

Portfolio: [seancodemedia.com](https://seancodemedia.com)

## TECHNICAL SKILLS

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- **Proficient:** Python, Java, Javascript, jQuery, PHP, Node JS, Express, SQL, SQLite, Git, HTML5, CSS3, Dart, Flutter, Lua, Corona SDK/Solar 2D, Django, Source Tree, Adriano
- **Exposure:** Android, AWS, Docker, Digital Ocean, Heroku, Laravel, C++, Unity, C#, Open Frameworks, Linux OS

## WORK EXPERIENCE

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### Igloo Vision USA | Application Engineer | Cedar Grove NJ March 2018 - Present

- Redesigned and spearheaded a windows application that handles automation in the igloo immersive space such as controlling lights, and projectors and sending voice commands to the Igloo Core Software. By using python, Imgui, CBUS, RS232, PJLink, ACA, google speech recognition API, and Microsoft cognitive service Improved user experience with the Igloo software by ~10%
- Developed and maintained an Android app that allows users to control the igloo core software from their phones. By using flutter, igloo OSC API, and Android SDK.
- Took the initiative to create the Igloo Warping Tool that allows, Igloo Engineers to projection map an Igloo immersive space from a remote location. Using Java, Java-OSC, and Igloo API. Saved the company thousands of dollars and allowed the company to offer remote projection mapping as part of SLA contracts with clients.
- Created a fire alert system for igloo immersive rooms using Room Alert (REST) API, Node JS, JSON, and Open Sound Control (OSC), complying the igloo system with US and UK fire codes. Increased US and UK sales.
- Built a windows application that allows the user to paint on a LED wall using C++, Open Frameworks, and Open Sound Control (OSC), earning the company \$18000 annually in SLA.
  - Created a windows service to switch between different HDMI inputs. The service can be controlled by a web interface developed using, Express, and Lightware API.

### Third Prism Studios | Junior Web Developer | Hasbrouck Heights NJ May 2017 - August 2017

- Maintained 3 customers' websites by using HTML5, CSS, and Shopify web builder.
- Developed 1 website using Shopify web builder

## EDUCATION

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**Bachelor of Science,** *Montclair State University* August 2018

**Associate Degree,** *Bard Early College* June 2015

## PROJECT WORK

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### Livewya Radio | Software Engineer | [Livewya Radio](#) | [Github](#) 2022

*Serves as a hub for people of the Caribbean to listen to classic dancehall and reggae music.*

- Created a Shoutcast Linux server to stream media to the internet using Shoutcast and Linux and let's encrypt to stream audio using the SHOUTcast protocol and create an HTTPS stream link.
- Designed and Developed a frontend and backend by using Django, Python, Javascript, JQuery, HTML, CSS to create web interphase for users to listen to the radio station.
- Developed an Android app for Livewya Radio using Dart, Youtube API, Instagram API, flutter, and Android SDK, to allow users to listen to the radio station from their phone.

### Montclair State Register System | Software Engineer | [Github](#) 2017

*A class register system students can use to register for their classes for a given semester.*

- Created an administrator dashboard using PHP, MySQL, and HTML CSS to grant a user superuser privileges and allow the admin to manage different registration requests.
- Implemented a log-in system by using PHP and MySQL, to manage different users, and their privileges
- Designed and developed frontend and backend

### Smart Door Bell | Software Engineer | [Github](#) 2016

*Smart Door Bell that allows users to know when someone is at the door from their smartphone*

- Developed a REST API to accept a request from the doorbell using MySQL and JSON when the user presses the doorbell button the REST API can keep track of the state of the doorbell
- Created an Android app using Android SDK. The app constantly monitors the state of the REST API, if the state changes notification will be sent to the user's phone.

