

Sean Jaeger

SOFTWARE ENGINEER

Mid-level Software Engineer with 3 years of experience working in early-stage product based start-ups. Highly adept in building out Front End features including working full-stack.

TECHNICAL SKILLS

Strong

Data Structures

Algorithms

Systems Design

JavaScript & TypeScript

Python

React JS / Next.js with

Hooks, Redux & Context

Accessibility

Figma

Competent

Ubuntu

React Native

Django / Django Rest

Framework

Serverless architecture

Jest / Cypress

EDUCATION

**SIR HENRY FLOYD
GRAMMAR SCHOOL
2017 - 2019**

A Level grades achieved:

Maths A*

Further Maths B

Economics B

EXPERIENCE

ANCORIS

SEPTEMBER 2022 - APRIL 2023

- Worked as part of a web development agency, building a React App for IOT device management
- Developed test-driven code using Cypress & Jest, integrated into an automated Jenkins pipeline for continuous testing
- Engaged in Agile sprint planning sessions and contributed to project timelines
- Collaborated with the design team to enhance user experience through iterative feedback and improvements
- Conducted regular code reviews to uphold engineering standards and maintain code quality

COMPUTER SCIENCE STUDIES (NON PROFESSIONAL) OCTOBER 2021 - AUGUST 2022

- Self-taught Computer Science, primarily Data Structures & Algorithms (Top 4% on LeetCode), Systems Design as well as Front End technologies with Open Source contributions.
- Competed heavily in competitive programming competitions (Averaging 20,000 competitors) in order to gain fluency with algorithms
- Excelled in competitive programming competitions, having placed in the top 0.8% of competitors in my most recent competition.
- Used Python heavily in these competitions, having learned the language and it's underlying mechanics to an extremely high level in order to implement advanced algorithms and solve computing problems from scratch in a timed environment.


**ROYAL LATIN
GRAMMAR SCHOOL
2012 - 2017**

GCSE grades achieved:

Mathematics	9
English	6
Physics	A
Business studies	A
Computing	A
Philosophy	A
German	A
Biology	B
Chemistry	B
History	B

MY LINKS

Portfolio 

GitHub 

LinkedIn 

Competitive programming 

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KIMO

JUNE 2021 - SEPTEMBER 2021 (4 MONTH CONTRACT)

- Developed Kimo's Expo React Native app for AI-curated online learning
- Revamped the app from version 1 to 2, working with a team to rewrite the majority of the code base
- Supervised and mentored three Junior Engineers, providing daily code reviews and guidance
- Managed app deployment on Google Play Store, overseeing the review process and ensuring legal compliance
- Assisted in hiring, interviewing and onboarding mobile app developers
- Collaborated with the design team to provide implementation-focused feedback on design decisions

DATAZOO

DECEMBER 2020 - MAY 2021 (SIX MONTH CONTRACT)

- Designed DataZoo's data analysis UI using Figma, regularly iterating with CEO & CTO
- Developed multiple JupyterLab-based UI views using the MVVM pattern for enhanced data visualization
- Utilized Plotly and Pandas DataFrames to create dynamic, interactive graph views for big data analysis

HUMAN LAMBDA

NOVEMBER 2019 - NOVEMBER 2020

- Worked with a team of developers creating the company's TypeScript React web app for an at-scale, distributed data labelling platform
- Wrote multiple endpoints for the Django back end, including designing the database models being used
- Worked from the inception of the start up as one of the founding team, seeing the product get designed and built from scratch
- Participated in code reviews, iterating closely with the product manager, as well as the more senior members of the team
- Contributed to significant refactors as the product was iterated upon, including completely overhauling the entire front end
- Contributed to all-hands discussions, with the topics including everything from designing the product and implementation to broader company strategy
- Received frequent mentorship from the three other members of the team in software engineering as well UI/UX best practices