

Sean Jaeger

SOFTWARE ENGINEER

TECHNICAL SKILLS

Strong

Data Structures
Algorithms
Systems Design
JavaScript & TypeScript
Python
React JS / Next.js with
Hooks, Redux & Context
Accessibility
Figma

Familiar

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

MY LINKS

Portfolio 

GitHub 

LinkedIn 

Competitive programming 

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EXPERIENCE

OCTOBER 2021 -

- Self-teaching Computer Science, primarily Data Structures & Algorithms (Top 4% on LeetCode), Systems Design as well as Front End technologies with Open Source contributions.
- I used Python heavily as part of these competitions, learning the API and underlying language inside and out in order to implement advanced algorithms from scratch in a timed environment.

KIMO

JUNE 2021 - SEPTEMBER 2021

- Developed Kimo's Expo React Native app
- Overhauled the app from version 1 to version 2, rewriting a majority of its code base with the team
- Managed three Junior Engineers, giving daily code reviews & mentorship
- Built & deployed the production app on the Google Play Store, managing the review process & legal compliance
- Assisted with hiring & interviewing mobile app developers
- Worked closely with the design team, offering feedback on decisions made, from an implementation perspective

DATAZOO

DECEMBER 2020 - MAY 2021 (SIX MONTH CONTRACT)

- Designed DataZoo's data inspection UI using Figma, iterating regularly with the CEO & CTO
- Built multiple views for the JupyterLab based UI, using the MVVM pattern
- Used Plotly extensively with Pandas DataFrames to create dynamic interactive graph views for data analysis

HUMAN LAMBDA

NOVEMBER 2019 - NOVEMBER 2020

- Worked with a team of developers creating the company's TypeScript React web app
- Made several contributions to the company's Django back end
- 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