Sean Chapman

(650)353-6175 | seankchapman@gmail.com | github.com/seankchapman | seankchapman.com

EDUCATION

University of Maryland - College Park *August 2017 - May 2021*
B.S. Computer Science

Relevant Coursework

Computer Systems / Discrete Structures / Algorithms / Programming Languages / Advanced Data Structures /
Data Science / Full-Stack Web Development / Computer and Network Security / Machine Learning

PROJECTS

- **Blockchain Trivia** December 2018
  Created with a group in an afternoon, this project is a simple trivia game that runs on the Ethereum blockchain
  platform. It was written in Solidity, and was one of three winning projects at Hackital 2018

- **Regex Interpreter** April 2019
  Takes in a regular expression and constructs a deterministic finite automata, which can then be used to match for
  patterns in strings. Written in OCaml for a class project

- **SmallC Interpreter** March 2019
  A complete lexer, parser, and interpreter for a simplified version of C. Written in OCaml for a class project

- **Terp Food Reviewer** May 2019
  Local restaurant reviews for students at the University of Maryland. Developed with MongoDB and Node.js for
  the back-end and HTML/CSS/JS for the front-end

- **Randomized Maze Generator** 2016
  Generates and displays a unique maze using the randomized Depth-first Search algorithm in Java

- **Twitter Community Analysis** Fall 2019
  An analysis of community formation on Twitter using the Python data science stack (Pandas, Numpy, Scikit Learn,
  NLTK, Matplotlib, NetworkX). The project can be viewed at https://neiljohn23.github.io

EXPERIENCE

National Taiwan University (NTU) IoX Center July 2019 - August 2019
Research Intern - Worked in professor Robin Chen's lab under supervision of Dr. Ray Tsai. Helped wire and pro-
gram Arduinos as well as develop VR demos in Unity for proposed VR haptics systems

Wonplanet Inc June 2018
Intern - Helped implement Braintree's Payment UI

EXTRACURRICULARS

Hackital 2018 December 2018
Participated with a team of 4 in a 6-hour crypto-currency themed hackathon hosted by students at George Wash-
ington University. Developed a trivia game that runs on the Ethereum blockchain platform, one of three winning
projects at the event.

UMDCTF 2019 April 2019
Participated in a 6-hour on-site cybersecurity capture the flag challenge held by students at the University of Mary-
land. Challenge topics included digital forensics, reverse engineering, steganography, cryptography, and SQL at-
tacks. Placed 25th out of 51 participating teams

Palo Alto High School Robotics October 2015 - June 2016
Web Team Lead - Maintained and improved the team's website

SKILLS

Proficient	Java, Python, Ruby, C, Git, UNIX, HTML, CSS
Experienced	OCaml, Javascript/Node.js, MongoDB, SQL