Sean K. Chapman

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EDUCATION

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

Relevant Coursework

Computer Systems / Algorithms / Programming Languages / Advanced Data Structures / Data Science / Full-Stack Web Development / Computer Networks + Security / Machine Learning / iOS Development / Concurrency

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

UMDCTF 2019   April 2019
Engaged in a 6-hour on-site cybersecurity capture the flag challenge held by students at the University of Maryland. Challenge topics included digital forensics, reverse engineering, steganography, cryptography, and SQL attacks. 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