Sean Pesce

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SKILLS

- **Languages:** C++, C, Java, MySQL
    - Additional experience with: Python, x86 assembly, HTML, CSS, TypeScript, XML

EDUCATION

Sept 2013 - Jan 2018	**Stony Brook University** B.S. in Computer Science

RECENT PROJECTS

2018 - Present	Lead developer on an (in-progress) Android app for archaeological research. Worked closely with a PhD student and research assistant to determine GUI layout and data requirements for recording and analysing molar wear on deceased individuals. Tools: **Java, XML, Android SDK**
2017 - Present	Co-lead developer on an unofficial game patch for *Dark Souls™*: *Prepare to Die Edition*. Tasks include reverse-engineering of undocumented file types, data structures, and engine bytecode to develop bug-fixes and enhancements. Tools: **C++, x86 assembly, Windows API, STL, IDA & other analysis/debugging software**
2017	(Undergraduate senior project) Worked in a team to develop a music streaming service, similar to Spotify. Personal responsibilities included lead database design/optimization/population and assisting in front/back-end development. Tools: **MySQL, Java, TypeScript, HTML, CSS, Angular, Spring, AWS**
2017	Developed a generic DirectX 9 overlay framework to ease creation of unofficial extensions/enhancements for DirectX 9 applications. Features include an in-game CLI and plugin support. Tools: **C++, DirectX SDK, Windows API, STL, MS Detours, SeqAn**
2014 - 2017	Created and maintained an AiO settings utility for consolidating the installation and configuration processes of various community mods/fixes for *Dark Souls™*: *Prepare to Die Edition*. Tools: **Java, JavaFX, Inno Setup**

WORK

2012 - Present	**Digital Services Clerk**, Westhampton Free Library ● In-house software assistance & computer maintenance ● Customer service & instruction
2011 - Present	**Technical Services Clerk**, Westhampton Free Library ● Data entry ● Database upkeep and maintenance