# **Sean Pesce**

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## **SKILLS**

- Languages: C/C++, Java, MySQL
  - o Moderate experience with: Python, x86 assembly, HTML, CSS, TypeScript, XML

## **EDUCATION**

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

### RECENT PROJECTS

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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 <i>Dark Souls</i> ™: <i>Prepare to Die Edition</i> . 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 development 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 <i>Dark Souls</i> ™:	

## WORK

2012 - Present	<ul> <li>Digital Services Clerk, Westhampton Free Library</li> <li>In-house software assistance &amp; computer maintenance</li> <li>Customer service &amp; instruction</li> </ul>
2011 - Present	<ul> <li>Technical Services Clerk, Westhampton Free Library</li> <li>Data entry</li> <li>Database upkeep/maintenance</li> </ul>

Tools: Java, JavaFX, Inno Setup

Prepare to Die Edition.