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> ™: <i>Prepare to Die Edition</i> .	

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/maintenance

Tools: Java, JavaFX, Inno Setup