

Sean L. Snaider

snaider.s@northeastern.edu | (516)-587-1551 | linkedin.com/in/seansnaider/ | github.com/SeanSnaider

EDUCATION

Northeastern University

B.S. in Computer Science, Concentration in Software

Boston, Massachusetts

Expected Graduation, May 2028

- o GPA: 3.93/4.00, Dean's List
- o Related Coursework: Computer Systems, Algorithms and Data Structures, Object-Oriented Design, Databases

SKILLS

Languages: Python, Java, JavaScript, TypeScript, C, SQL, x86-64 Assembly

Frameworks & Libraries: React, Next.js, Tailwind, Zustand, Web Audio API, Pandas, NumPy, Matplotlib, Prisma

Tools & Platforms: Git, Linux/WSL, Docker, GDB, Vite, MongoDB, JUnit, VS Code, PostgreSQL, Vercel

EXPERIENCE

Disrupt, Northeastern University

Software Engineer

Boston, Massachusetts

Sep 2025 - Present

- Build responsive web interfaces using Next.js, React, and Tailwind CSS in production codebase
- Ship features through Git workflows (branching, PRs, code reviews) in collaboration with 5+ developers
- Design and deliver SQL/Python workshops (10-50 attendees) covering query optimization, joins, and scripting automation

Student Government Association, Northeastern University

Software Engineer

Boston, Massachusetts

Feb 2026 - Present

- Build internal tools for attendance tracking and voting management using React, TypeScript, Next.js, Prisma, and PostgreSQL
- Gather requirements in client meetings and translate user needs into technical implementations
- Collaborate on feature planning and ship code through PR reviews with a team of 8 developers

Khoury College of Computer Sciences, Northeastern University

TA for Program Design and Implementation 1 (Fall '25) & 2 (Spring '26)

Boston, Massachusetts

Sep 2025 - Present

- Selected AI coding platform adopted by 400+ students after evaluating 6 tools; designed AI literacy lab curriculum teaching prompt engineering and AI-assisted debugging workflows
- Resolve 30+ weekly debugging sessions across Python/Java, mentoring students on systematic diagnosis of OOP hierarchies, data structures, and control flow issues

theCubicle

Software Developer, Senior Experience Program

Elmsford, New York

Jan 2024 - May 2024

- Pitched and secured sponsorship directly with company leadership; completed 100+ hour mentored development program with iterative code reviews
- Designed and built a Rubik's Cube teaching tool using MVC architecture with state validation to guide users through Beginners method solving stages

PROJECTS

Guitar Learning Tool - React, TypeScript, Zustand, Web Audio API, Tailwind

Independent Project

Nov 2025 - Present

- Achieved <10ms audio latency through Web Audio API optimization with ADSR envelope shaping, enabling responsive feedback across 144 fretboard positions
- Built scale library with 40+ patterns (modes, pentatonics, jazz) using CAGED and 3-notes-per-string systems, persisting progress via Zustand and localStorage
- Implemented three practice modes (note ID, sequence drills, interval training) with adaptive difficulty from open position to full neck

Rubik's Cube Solver and Teaching Tool - Python, React, TypeScript, FastAPI, MongoDB

Independent Project

Jan 2024 - Present

- Integrated C library implementing Kociemba's algorithm, reverse-engineering undocumented cube orientation requirements to achieve < 20-move solutions in <1 second
- Rebuilding as full-stack web application with React/TypeScript frontend using CSS 3D transforms, FastAPI backend, and MongoDB for persistent solve statistics