

Sean Wald

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EDUCATION

University of California, San Diego

Bachelor of Science in Mathematics and Computer Science

San Diego, CA

Sep. 2021 – June 2024

EXPERIENCE

Software Engineer DP II

Naval Air Warfare Center Weapons Division

Aug. 2024 - present

Ridgecrest, CA

- Designed and developed dynamic websites using PostgreSQL and Vue.js, significantly enhancing user experience for job seekers and hiring managers
- Boosted tour posting visibility, resulting in an 800% increase in posts, a 1200% surge in applications, and optimized database performance
- Engineered processing and post-processing models in Python and C++ for compiling software, conducting simulated tests, and enhancing efficiency
- Implemented CI/CD pipelines for automated linting, ensuring code quality and seamless integration

Information Technology Support Lead Technician

University of California, San Diego ResNet

Jan. 2024 - Aug. 2024

San Diego, CA

- Managed a diverse team of 8+ technicians, providing guidance and support to ensure effective resolution of technical issues and maintaining high service quality standards
- Conducted thorough QA testing on platforms such as ServiceNow for new build releases, ensuring system reliability and functionality before deployment to enhance user experience
- Manipulated internal mailing databases to efficiently edit and manage email communications, optimizing outreach across the university

Information Technology Support Specialist

University of California, San Diego ResNet, HDH

June 2023 - August 2024

San Diego, CA

- Provided comprehensive technical support to staff and students on a multitude of issues, including authentication, hardware reimaging, software troubleshooting, and audio-visual equipment setup
- Addressed networking issues by overhauling the existing Wi-Fi system, successfully removing old access points and installing new modems and routers to enhance connectivity and user experience
- Utilized Secure Shell Protocol (SSH) for remote assistance, enabling efficient port activation and troubleshooting for customers while ensuring secure and effective support

PROJECTS

Full-stack Web-based Game (2048) | *JavaScript, HTML, CSS, Git*

Dec. 2022 - Feb. 2023

- Developed a full-stack Web-based game using CSS Back-end and JavaScript/HTML
- Implemented an intuitive user interface and ensured seamless user interactions, focusing on responsiveness and functionality to provide an engaging gaming experience
- Utilized Git for version control to manage the upload flow efficiently, tracking of changes throughout the development cycle while maintaining code integrity

UCSD Parking | *C, Assembly*

Sept. 2022 - Dec. 2022

- Developed a robust back-end database in C for managing the registration, storage, movement, payment, and viewing of parking tickets, ensuring seamless user interactions and data integrity
- Utilized Visual Studio Code and GDB for efficient debugging and code execution, enhancing the reliability and performance of the application throughout the development process
- Migrated and translated key functions into Assembly ARM-32, optimizing system efficiency and performance while leveraging low-level programming capabilities, including creating stack allocation for variables to manage memory effectively

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, Assembly, JavaScript, SQL, PostgreSQL, HTML/CSS, MATLAB, Bash

Developer Tools: Git, Docker, VS Code, VIM, CI/CD Pipeline, JIRA

Frameworks: Vue.js, React, Node.js, JUnit, SCRUM

Libraries: PrimeVue, PrimeReact, NumPy, Matplotlib, STL