

# Sean Hetzel

(425) 408-2068 | [seanhetz1@gmail.com](mailto:seanhetz1@gmail.com) | [seanhetz1.com](http://seanhetz1.com) | [LinkedIn](#) | [GitHub](#)

Frontend software engineer looking to make a positive impact through creativity. My background in developing applications ranging from a large scale student portal to internal manufacturing tools equips me with the collaborative and problem solving skills needed to build innovative software for mission-driven companies.

## WORK EXPERIENCE

### Frontend Software Engineer at Diamond Age 3D, Phoenix, Arizona

2022 - 2023

- Developed a production line status screen called the Pitch that displayed real time status and metrics of the home build. The Pitch is displayed on monitors at both the construction site and office, and was helpful for alerting engineers of downtime events in real time.
- Developed a user interface for a service called Datadoc that allowed a user to create and deploy JSON configuration files to machines, which greatly increased the efficiency for modifying machine parameters and bringing new hardware online.
- Developed a user interface for a service called Seedman that allowed a structural engineer to create and upload JSON instruction files which the gantry would use to 3D print a house. The Seedman UI would display specific errors if the instructions were invalid, which ensured a smooth translation from blueprints to printing instructions.
- Developed the user interface for a service called the Asset Manager which is designed to track and manage every piece of hardware owned by the company, from individual screws to entire house-sized 3D printers. Users would navigate using a custom built tree in the left sidebar which updated based on location to minimize visual clutter.
- Developed features for a user interface called the Cerebrate, which is a high level application for controlling the home build. One feature was a countdown timer which informed the operator when they should escalate a production downtime event to alert the engineering team if the issue remained unresolved within x amount of time.
- Collaborated with mechanical and controls engineers to develop features for a human machine interface called the Hive. Ensured that the user interface controls and machine's status would make intuitive sense to the operator to enable safe operation of the machine.

### Frontend Software Engineer at Clairvoyant, Phoenix, Arizona

2020 - 2022

- Developed UI with React, Typescript and GraphQL for Grand Canyon University's [learning management system](#), which now has a combined 90,000+ student and instructor users.
- Successfully delivered major features within 2-week sprints using the agile methodology.
- Collaborated with product owners, UI/UX designers, QA testers, backend developers and other frontend developers to ensure a smooth development process.
- Wrote unit tests with Jest to secure a rock-solid foundation for future development.
- Meticulously ensured that the final product was pixel perfect and met the design and functionality standards.

## TECHNICAL SKILLS

React, Typescript, ES6, NextJs, GraphQL, REST, WebSockets, Zustand, Redux, Docker, Neo4j, MongoDB, Tailwind, HTML5, CSS3, Material UI, Bootstrap, Heroku, Jest, Git, Azure DevOps, Accessibility, Adobe XD

## EDUCATION

### University of Arizona, Online

2022 - 2024 (Expected Graduation Date)

- Bachelor of Applied Science in Applied Computing, emphasis in Software Development

### Flatiron School, Seattle, Washington

2019

- Full Stack Web Development, Ruby on Rails and JavaScript

### University of Arizona, Tucson, Arizona

2015 - 2018

- Coursework completed towards a Bachelor of Arts degree in Economics