Seth Tal

Aspiring Software Engineer

📍 Eugene, OR, 97401, UNITED STATES

Details

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⌗ https://github.com/Sephta

👤 https://sephta.github.io

Objective

Contributing to industry innovation, entry level position in software engineering projects, granted opportunity to grow and develop skills as a programmer and individual.

Education

Bachelor of Science in Computer and Information Science
University of Oregon, Eugene, OR Summer 2021
- Experience leading small teams to meet deadlines through excellent communication skills.
- Mentored students outside of class hours on various programming related assignments

Experience   ~ **More Available on GitHub**

2021

Course: Software Methodology, University of Oregon, Eugene, OR
Frontend Developer **|** Jan 2021 - present **|** ReactJS, CSS3, HTML5, MongoDB, Git
Together with 4 individuals, developed a message board / forum for course instructors and students to post questions, provide answers, connect, and communicate. Project utilizes popular web technologies, and is open source.
- Authored frontend components using React to produce modular and scalable interfaces and improve user interaction.
- Advanced understanding of working with popular web technologies in an Agile environment.
- Integrated front to backend communication to display content dynamically

Course: Software and Network Security, University of Oregon, Eugene, OR
Software Engineer **|** Jan 2021 – March 2021 **|** C#, .NET, Git
Term long project developing dark web crawler to scrape data from the Tor network for analysis using open-source libraries in C#. Project is open source.
- Bolstered understanding of OOP, analysis, and design.
- Improved ability to rapidly acquire new software skills and to learn new technologies.
- Authored software architecture to function asynchronously to scale the project for future development.

2020

Course: Introduction to Game Programming, University of Oregon, Eugene, OR
Software Development Team Lead **|** Apr 2020 – Jun 2020 **|** C#, Unity, Git
Term long project leading team of 3 students to design and develop a 3D, third-person, action RPG in Unity utilizing Agile methods. Project is open source.
- Coordinated using Agile methods to foster rapid development using Trello to generate a Kanban-style workflow.
- Advanced my understanding of common programming design patterns and princples (OOP, Observer Pattern, State Pattern, and more)
- Fostered experience of leading small teams to meet project deadlines.

Game Jam Participant, Mix and Game Jam, Online/Remote
Solo Game Developer **|** Nov 2020 **|** C#, Unity, Git
In my spare time I frequently take place in game jams to challenge my programming capabilites. For this jam, I developed a 2D top-down shooter, with card-like item mechanics, inside Unity within 48 hours. Jam theme "Mixing Genres". Project is open source.
- Abstracted game systems to fit easily scalable and itterable code base in order to speed up development time.
- Organized project plan utilizing Agile methods with the help of Trello to further increase pace of development.
- Maintained codebase through GitHub using Git as a version control solution.

Skills

Languages

C / C++

C#

JavaScript / HTML5 / CSS3

Python

Tools / Frameworks / Libraries

ReactJS

MongoDB

Unix / Linux

Git / GitHub

Jira / Bitbucket / Trello

Unity