Seth Coleman

sethcoleman2003@gmail.com, LinkedIn: seth-e-coleman,
Github: SethColeman50, orange.ender.boo

Education

Moravian University, Bethlehem, PA
Bachelor of Science in **Computer Science**, May 2025
Minors in Global Religion and Mathematics, GPA: 3.68, Dean's List for 8 semesters

Work Experience

Software Development Internship, Software Consulting Services LLC (May 2024 - August 2024)
➔ Helped a **startup** team in fleshing out Skeyenet, a data visualization platform akin to Nagios
➔ Specialized in **TypeScript** and Dynein, a **React-like** library, to create interactive graphs
➔ Bolstered a **legacy** team developing QuickOE, a newspaper advertisement ordering service
➔ Participated in **AGILE stand up meetings** and **sprint presentations** with seven other interns

Project Experience

3DAdapt Project, Moravian University, Good Shepherd Rehabilitation (November 2022 -April 2023)
➔ Assisted in developing 3DAdapt, a grant financed, 3D model hosting mobile app
➔ Adapted model detail pages from the **Android** mobile app to desktop webpages using **Jinja**
➔ Implemented a system to import customizable **OpenSCAD** files into a **NoSQL Mongo** database

Computer Science Capstone Course, Moravian University (Spring 2025)
➔ Contributed to a team in creating a faster, public **API** and search engine for Regulations.gov
➔ Learned to work in a 7 person team focusing on **UI/UX**, promoting early documentation
➔ Programmed a **HTML**, **CSS**, and **JavaScript** webpage launched with **VITE**
➔ Deployed the end-to-end system using **AWS SAM**, **API Gateway**, and **Amplify**

MTG Spoiler Discord Bot, Personal Project (Spring 2025)
➔ Created a **Discord** bot that posts new Magic the Gathering cards as they are revealed
➔ Divided the code into 3 independent **Python Modules** of future expandability
➔ Utilized **Beautiful Soup** and a **SQLite** database to obtain and store new cards.

Mobile App Development Course Project, Moravian University (Fall 2022)
➔ Collaborated with a partner to develop an **android** application to play Picross, a puzzle game
➔ Implemented multiple different **fragments** with a .nav file to provide smooth navigation

Database Course Project, Moravian University (Fall 2022)
➔ Implemented a collection of relational **SQL** databases to store competitive Pokémon data
➔ Selected **Kotlin** to initialize tables, insert data, and run queries with mySQLConnector library

Other Experiences

3D Printing Team Member, Moravian University (November 2021 - May 2025)
➔ Modeled and printed many different plastic pieces for university and professional clients
➔ Coordinated an iterative process with clients that invariably changed project details
➔ Maintained three different brands of **FDM** printers, and utilized the CAD **Onshape**

Teaching Assistant/Grader, Moravian University (Spring 2022 - Fall 2024)
➔ Assisted students learning **Python** in an introductory computer science lab