Shawn W. Prather

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Education

Colorado School of Mines – Golden, COAug 2025 – Dec 2026Master of Science in Machine LearningAug 2024 – May 2026Colorado School of Mines – Golden, COAug 2024 – May 2026Bachelor of Science in Computer ScienceGPA: 3.87Red Rocks Community College – Lakewood, COMay 2023 – Aug 2024Associate of Science in Computer ScienceGPA: 3.96

Experience

Software Developer Intern, Lockheed Martin - Littleton, CO

May 2025 – Present

- Refactored and optimized legacy code by migrating to C# using .NET Core best practices and LINQ
- Implemented more efficient algorithms to reduce program execution time by 35% and to minimize future technical debt
- Built a file-integrity validation process using **XML Signatures**, **SHA-384 hashing**, and **RSA-SHA verification**, catching **100**% of simulated tampering attempts and malicious files during testing
- Utilized **Bazel**, **Jenkins**, **RPM packaging**, and **Podman** to effectively build and test systems to run automated and simulated real-world tests to identify and solve security bugs
- Participated in PI planning and Wall Walks, worked through stories in Jira/Confluence within Agile Scrum teams

Undergraduate Researcher, Aria Lab @ Mines - Golden, CO

Aug 2024 – Present

- Engineered a **Docker-powered RTK-GPS** solution, achieving **2 cm accuracy** for use on robots and drones to track and test different **SLAM algorithms** in challenging weather such as snow and rain
- Automated remote station setup and pipelines to allow for communication with **currently 4** hard to reach base stations and on the ground robots as well as seamless integration into current **SLAM** evaluation workflows

Full-Stack Developer, Packtrain - Golden, CO

Dec 2024 - May 2025

- Scaled software alongside 4 other students from an **initial 900 student group** to **supporting 450+ instructors and over 7,500 students** providing efficient multi-domain course grading and management
- Designed and implemented **REST APIs** with **CRUD** functionality using **Spring Boot (Java)**, **PostgreSQL**, **React-Typescript**, and deployed via **containerized CI/CD pipelines** on self-hosted servers

Coding Instructor, Code Ninjas – Arvada, CO

Dec 2019 - Aug 2024

- Developed and maintained eight **Linux-based servers** to host learning and game activities, increasing open hours by **17%** and generating new event revenue
- Tutored over **50** students across **C++**, **JavaScript**, **Python**, and **C#**, helping to increase their project grades by **30**% and guide them from beginner to advanced proficiency in coding concepts and best practices

Skills

Coding Languages: C++, C#, C, Java, Python, Go, JavaScript, HTML/CSS, Bash, React-Typescript **Technologies:** PyTorch, Spring Boot, Docker, Git, Kubernetes, PostgreSQL, AWS (S3, RDS, EC2) **Other Skills:** Agile, Scrum, Jira, TDD, Linux/Unix, Conversational Japanese, 3D Modeling, PCB Design

Security Clearance: Secret

Projects

Full-Stack Neural Network with User Feedback (In Progress)

- Engineered a real-time, user-driven neural network for Super Mario Kart that trains on live feedback given by users
- Developed the full-stack interface with **Django**, **Next.js/React**, and **RabbitMQ** to stream gameplay data, handle API requests, and to relay votes to the model

NP-Hard Competition Solution

- Collaborated in a 3-person, 72-hour NP-Hard Hackathon to tackle the Tents-and-Trees problem
- Developed a **multi-threaded genetic algorithm** in C++ using **Agile** optimizing each iteration to less than **0.1 seconds** for each **100,000 tiles** which secured a top **20**% in the competition

IoT Alarm Clock

- Designed custom PCB with an ESP8266 chip to host a web server and download updates with 100% uptime
- Built browser-based UI control panel for remote alarm scheduling, ringtone selection, and region/time zone setup