

# Shawn Prather

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## Education

Colorado School of Mines – Golden, CO	Aug 2025 – Dec 2026
MS in Machine Learning	
Colorado School of Mines – Golden, CO	Aug 2024 – May 2026
BS in Computer Science	GPA: 3.86
Red Rocks Community College – Lakewood, CO	May 2023 – Aug 2024
AS in Computer Science	GPA: 3.96




## Experience

Software Developer Intern, Lockheed Martin – Littleton, CO	May 2025 – Present
<ul style="list-style-type: none"><li>Refactored and optimized legacy code by migrating to <b>C#</b> using <b>.NET Core</b> best practices and <b>LINQ</b>, implementing more efficient algorithms to reduce program execution time by <b>35%</b> and to cut technical debt</li><li>Ensured <b>RTB</b> compliance as given by the <b>NCDSMO</b> whilst working on the team's <b>Cross Domain Solution</b></li><li>Built a file-integrity validation process using <b>XML Signatures</b>, <b>SHA-384 hashing</b>, and <b>RSA-SHA verification</b>, catching <b>100%</b> of simulated tamper or dangerous file attempts during testing</li><li>Utilized <b>Bazel</b>, <b>Jenkins</b>, <b>RPM packaging</b>, and <b>Podman</b> to effectively build and test systems to help run automated and simulated real world tests to find and solve security bugs</li><li>Participated in <b>PI planning</b> and <b>Wall Walks</b>, worked through stories in <b>Jira/Confluence</b> within <b>Agile Scrum</b> teams</li></ul>	
Undergraduate Researcher, Aria Lab @ Mines – Golden, CO	Aug 2024 – Present
<ul style="list-style-type: none"><li>Engineered a <b>Docker-powered RTK-GPS</b> solution, achieving <b>2 cm accuracy</b> for use on robots and drones to track and test different <b>SLAM algorithms</b> in challenging weather such as snow and rain</li><li>Automated remote station setup and pipelines to allow for communication with <b>currently 4</b> hard to reach base stations and on the ground robots as well as seamless integration into current <b>SLAM</b> evaluation workflows</li></ul>	
Full Stack Developer, Packtrain – Golden, CO	Dec 2024 – May 2025
<ul style="list-style-type: none"><li>Scaled software alongside 4 other students from an <b>initial 900 students</b> to <b>supporting 450+ instructors and over 7,500 students</b> to allow for efficient multi-domain course grading and management</li><li>Designed and implemented <b>REST APIs</b> with <b>CRUD</b> functionality using <b>Spring Boot(Java)</b>, <b>PostgreSQL</b>, <b>React-Typescript</b>, and deployed via <b>containerized CI/CD pipelines</b> on self hosted servers</li></ul>	
Coding Instructor, Code Ninjas – Arvada, CO	Dec 2019 – Aug 2024
<ul style="list-style-type: none"><li>Developed and maintained eight <b>Linux-based servers</b> to host learning and game activities increasing open hours by <b>17%</b> and generating new event revenue</li><li>Tutored over <b>50</b> students across <b>C++</b>, <b>JavaScript</b>, <b>Python</b>, and <b>C#</b>, helping to increase their project grades by <b>30%</b> and guide them from beginner to advanced proficiency in coding concepts and best practices</li></ul>	

## 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, Scrums, Jira, TDD, Linux/Unix, Conversational Japanese, 3D Modeling, PCB Design  
**Security Clearance:** Secret

## Projects

Full Stack Neural Network with User Feedback (In Progress) 
<ul style="list-style-type: none"><li>Engineer a real-time, <b>user-driven neural network</b> for Super Mario Kart that trains on live feedback given by users</li><li>Develop the full-stack interface with <b>Django</b>, <b>Next.js/React</b>, and <b>RabbitMQ</b> to stream gameplay data, handle API requests, and to relay votes to the model</li></ul>
NP-Hard Competition Solution 
<ul style="list-style-type: none"><li>Collaborated in a 3-person, 72-hour <b>NP-Hard Hackathon</b> to tackle the Tents-and-Trees problem</li><li>Developed a <b>multi-threaded genetic algorithm</b> in <b>C++</b> using <b>Agile</b> optimizing each iteration to less than <b>0.1 seconds</b> for each <b>100,000 tiles</b> which secured a top <b>20%</b> in the competition</li></ul>
IoT Alarm Clock 
<ul style="list-style-type: none"><li>Designed <b>custom PCB</b> with a <b>ESP8266 chip</b> to host a web server and download updates with <b>100% uptime</b></li><li>Built <b>browser-based UI</b> control panel for remote alarm scheduling, ringtone selection, and region/time zone setup</li></ul>