

Tidankay Sesay

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EDUCATION

Seattle Pacific University

Sept 2021 – Jun 2025

Bachelor of Arts in Computer Science

GPA: 3.3

Scholarships: SPU Falcon Bound, Washington State Opportunity, YMCA

Relevant Coursework: Data Structures I & II, Algorithms Analysis, Database Management, Software Engineering, Rust, JavaScript, Python, HTML, Statistical Modeling, Math for CS

TECHNICAL SKILLS

Languages: Python (Advanced), JavaScript, C++, SQL, Rust, R, C#

Frameworks & Libraries: React.js, React Native, Streamlit, Pandas, PyMuPDF, OCR Tools (Tesseract)

Software Tools: Visual Studio, Jira, Excel, GitHub, RStudio, CLion, Figma

EXPERIENCE

Avela Program Educator

Jul 2024 – Present

University of Washington, Seattle, WA

- Teach Python and deliver live coding demos using games like Tetris for students aged 9–14 (impacting 30+ students).
- Create curriculum focused on computational thinking, debugging, and creative coding.
- Co-lead XR workshops (VR, MR, AR), fostering confidence with immersive tech and storytelling.

UI/Flutter Intern

Jun 2024 – Present

How's Life?, Remote

- Design Flutter UI for an anonymous mental health app; prioritize mobile UX and accessibility.
- Integrate user feedback to enhance layout and user flow; collaborate with cross-functional teams.
- Support wellness initiatives by developing journaling tools and video content features.

Secretary & Co-Founder

Sep 2023 – Present

NSBE – SPU Chapter

- Co-found and scale SPU chapter, leading outreach and digital engagement to grow membership.
- Organize and host DEI-focused events, including panels, speaker nights, and resume workshops.
- Manage NSBE's social media presence and outreach campaigns to increase brand visibility.

PROJECTS

WinterArk — Flutter, Figma, Adobe XD

Sep 2024 – Present

Gym Accountability App

- Build mobile UI and wireframes using Figma and Adobe XD to help users track fitness progress.
- Collaborate with backend developers to integrate fitness logs and ensure cross-platform functionality.

Web Crawler — Python, BeautifulSoup, NetworkX

Feb – Mar 2024

- Create a crawler to map internal website structure and extract metadata; visualize navigation graphs.
- Apply Dijkstra's algorithm to identify inefficient routing paths and unreachable pages.

Lexical & Syntax Analyzer — Rust

Sep 2023 – Oct 2024

- Independently taught Rust to lead development of compiler tools for tokenizing and parsing code.
- Complete project cycle from grammar rule validation to final testing and deployment.

Mobile Water Tracker App — SQLite, JavaScript

Apr – Jun 2023

- Develop a hydration tracking app with persistent storage and real-time progress monitoring.
- Build responsive UI wireframes and ensure smooth performance across devices.