

Séon O'Shannon

Developer | Manager

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📍 Reno, NV

🌐 <https://eons.llc>

About me

From business to biotech to de novo AI to cloud native software, my breadth of experience allows me to easily cross disciplines and bring people together. Building strong teams and resilient communities is something I continuously strive for. Whether I get to learn a new programming language, backdoor broken servers, design hardware, or build new organisms, I'm always excited to dig into interesting problems with good people and come back with novel solutions. I believe we have a responsibility to work together to leave this world better than we found it.

Skills*

Leadership



C++



Python



Web (PHP, JS, CSS, HTML)



Cloud Architecture



Embedded Systems



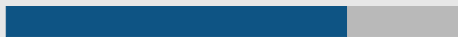
Hardware & Electrical Engineering



Linux



Windows



Devops + CI/CD



Git / Version Control



Security



Experiment Design & Debugging



*Confidence over perceived growth

Experience

- | | | |
|-----------|---|------------|
| 2022-now | Senior Software Engineer | Zywave |
| | For Zywave, I help lead a team focused on delivering a great user experience for comparative insurance quoting. This work includes web development, solutions architecture, data management, and devops. | |
| 2021-2022 | Solutions Architect | AOE Greens |
| | For AOE Greens, I provided the custom software and cloud infrastructure for controlling hydroponics hardware through a secure web interface. Besides business strategy, the CEO and I collaborated on the design of hardware, circuits, software, and UI/UX for a fully custom IoT solution. | |
| 2020-now | Founder & CEO | eons LLC |
| | For my own business, I architect, implement, maintain, and secure our cloud environment and frameworks for ops, AI, and data management. My work includes everything from hardware assembly through vpn & firewall implementation to Kubernetes management and web development. I also handle our budgets and keep our clients happy. | |
| 2017-2021 | Research Associate | Zeakal |
| | I worked on a genetic engineering pipeline and managed other personnel, equipment, greenhouses, labs, and reagents. Using both Excel and Python, I wrote and mathematically verified software for automating the digestion of experimental data, enabling faster time-to-results across numerous studies. For collaboration with our global team, I built and hosted data servers for research results. | |
| 2015-2019 | Lead Software Engineer | Brain2Bot |
| | Using C++, Qt, & novel neuroscience I designed, developed, and deployed a cross-platform software solution for building brains. I built wired, and wrote drivers for PWM, SPI, & I2C modules to create robot pets. | |

Education

- | | | |
|-----------|--|----------------------------|
| 2013-2017 | B.S. Biochemistry & Molecular Biology | University of Nevada, Reno |
| | Thesis: "Overexpression of DGAT1 and Modified Cysteine Soy Oleosin Increases Oil Content in the Green Tissue of <i>Arabidopsis thaliana</i> ", also earned a minor in mathematics.
GPA: 3.402 | |

Achievements

- | | | |
|------|---|--------------------------|
| 2016 | Secretary & Director | Reno Video Game Symphony |
| | Designed & implemented a constitution for the Reno Video Game Symphony and made the organization 501(c)(3) nonprofit. | |
| 2014 | Eagle Scout | Boy Scouts of America |
| | Eagle scout project was painting a map of the United States at Virginia Palmer Elementary School. | |

Latest

Get the latest version of this resume at <https://github.com/eons44/resume.doc>
References are available upon request (they will not be stored on the public repo).