

Séon O'Shannon

Developer | Manager



seon@eons.llc



+1 (775) 354-4343



Reno, NV



<https://eons.llc>

About me

From biotechnology to de novo AI to custom clouds to business, my breadth of experience allows me to easily cross disciplines and move ideas from theory into practice. Diving deep into how systems work and learning what I can do to improve them is one of my great joys. It doesn't matter if I have to learn a new programming language, backdoor a broken server, design hardware, build new organisms, or change whole ecosystems, I'm up for any challenge and will take any opportunity to leave this world better than I found it.

Skills

Leadership



C++



Python



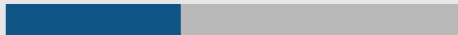
WordPress (PHP, JS, CSS, HTML)



Cloud Architecture



Embedded Systems



Hardware & Electrical Engineering



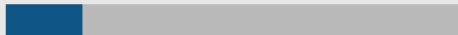
Linux



Windows



Android



Version Control + CI/CD



Security



Experiment Design & Debugging



(*)[The skill scale represents confidence over perceived possible growth]

Experience

- 2021-now **Solutions Architect** AOE Greens
With AOE Greens, I designed and built fully integrated, custom IoT solutions. The CEO and I collaborated on hardware design, wired power, control, and actuation circuits for a hydroponic system. I then provided custom software and cloud infrastructure for controlling our hardware through a secure web interface.
- 2020-now **Founder & CEO** eons LLC
My team and I grow new technologies. I manage vendor & customer relations, training, and onboarding. Our clients rely on our unique cloud infrastructure which I built, maintain, and secure. My work includes creating networking routes & iptables rules as well as building web backends, devops tools, and APIs in PHP, Python, & C++.
- 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 software platform for building brains. I wrote drivers and wired together off-the-shelf hardware to create robot pets which responded to stimuli in real time, learned from their experience, and had their own internal emotions & goals. I also deployed the same software with Unreal Engine targeting both Windows & Android.

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 *Arabidopsis thaliana*", 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.

Projects by Release Date

- in progress **Develop Biology** <https://develop.bio>
Open source, backwards compatible, recursive hypergraph with reflection and a frontend as my own programming language.
- 2021 **Eons Basic Build System** https://github.com/eons-dev/bin_ebbs
Extensible build system for any language and process, all in Python.
- 2020 **Web Infrastructure** <https://web.infrastructure.tech/architecture/>
Globally distributed Kubernetes cluster & auto-managed WordPress.

Latest

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