








Seon O'Shannon

Hacker | Scientist | Manager

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 Reno, NV
 <https://eons.llc>
 Born: 1996

About me

Despite being self-taught, I revel in complexity and have always found programming to be in-line with my way of thinking. I love the feeling of ignorance, especially when followed by understanding. I'm up for any challenge and will take any opportunity to leave this world better than I found it.

Skills

C++ (great)

Python (from `__future__` import braces)

Cloud Architecture (cool & good)

Embedded Systems (with effort)

Linux (even when it doesn't work)

Windows (it got better!)

Android (root plz)

Version Control + CI/CD (I git it)

Security (not paranoid enough)

Experiment Design & Debugging (

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

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).

Projects

- 2020 **Web Infrastructure** <https://web.infrastructure.tech/architecture/>
Globally distributed Kubernetes cluster & auto-managed WordPress.
- 2021 **Eons Basic Build System** https://github.com/eons-dev/bin_ebbs
Extensible build system for any language and process, all in Python.
- 2022 **Mood Recorder** <https://moodrecorder.org>
App for improving emotional wellness.
- soon **Biology** <https://github.com/develop-biology>
Open source graphical processing for C++98 and beyond.

Experience

- 2014-2015 **Student Worker** University of Nevada, Reno
For my first job, I wrote: a fax & electronic document workflow software in Batch & Powershell; a FAFSA calculator for undocumented students to receive financial aid, by hand, on my phone, with modified equations, a backend in PHP, and a JS front end; and other scripts to improve office-wide performance.
- 2015-2019 **Co-founder and Software Engineer** Brain2Bot
Brain2Bot leveraged novel neuroscience into a software platform for building brains. We worked on everything from robot pets to Unreal games for mobile. The software was all C++ and included a cross-platform gui in Qt.
- 2016-2018 **Secretary, Director, & Performer** Reno Video Game Symphony
Designed & implemented business logic in the form of a constitution. Filed and was approved for 501(c)(3) status with the IRS. I was also the group's resident bassoonist for many years.
- 2017-2021 **Research Associate** Zeakal
Zeakal aims to use its patented genes to feed the world as climates change. I worked or advised on nearly all parts of the genetic engineering pipeline, including: designing DNA, transforming & growing plants, repairing & maintaining growth chambers & greenhouses, pest management, tissue sample preparation, and analysis of samples both experimentally and computationally.
- 2020-now **Founder & CEO** eons LLC
I created eons LLC to facilitate communication between researchers and the public. My team and I create sustainable scaffolds from emerging technologies and help bring new discoveries to the world.
- 2021-now **CTO** AOE Greens
AOE Greens promises to be the future of farmland. By utilizing innovations across disciplines, AOE Greens is positioned to build the best of tech, agriculture, and cutting-edge science.

Education

- 2013-2017 **B.S. Biochemistry & Molecular Biology** University of Nevada, Reno
Wrote 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

- 2014 **Eagle Scout of the Boy Scouts of America**