

Seon O'Shannon

Developer | Manager

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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. Getting into the weeds of 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

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

- 2015-2019 **Lead Software Engineer** Brain2Bot
Using C++, Qt, and 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, leaned from their experience, and had their own internal emotions and goals. Later I deployed the same software through Unreal Engine targeting both Windows and Android.
- 2017-2021 **Research Associate** Zeakal
I worked on nearly all parts of a genetic engineering pipeline as well as managed other personnel, equipment, greenhouses, labs, and reagents. 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.
- 2020-now **Founder & CEO** eons LLC
With my team, I manage both customer and vendor relations, planning and implementation of new technologies, and training of employees. I also maintain & secure a globally distributed, production-grade Kubernetes system which my clients rely on.
- 2021-now **CTO** AOE Greens
With AOE Greens, I've designed and built fully integrated, custom IoT solutions. The CEO and I collaborated on hardware design, wired everything ourselves, and trained our employees on how to use the systems we built. I provided custom software and cloud infrastructure for controlling our hardware through a secure web interface. We have plans to scale these solutions and use my AI framework to optimize the growth of plants: providing food security in a changing climate!

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

Projects By Release Date

- 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.
- in progress **Develop Biology** <https://develop.bio>
Open source, backwards compatible, recursive hypergraph with reflection and a frontend as my own programming language.

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).