SEAN FELDMAN
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EDUCATION

University of Central Florida Orlando, FL
Bachelor of Science, Computer Science (GPA 3.68/4.00) Expected May 2025
Honors: AP Scholar (2021), National Honor Society (2020-2021), Dean's List (2021)
Relevant Courses: Introduction to Programming with C, Calculus 1, Object Oriented Programming, Computer Science I (Data Structures and Algorithms), Statistics 1

Technical Skills

Proficient: Python, Java, C/C++, Windows, MacOS
Intermediate: TensorFlow, Arduino IDE, JavaScript, Linux
Tools: Jira, Confluence, Jenkins, Git/GitHub, MS Teams, MS Word, MS Excel, MS Powerpoint

Work Experience

NASA (Universities Space Research Assosication) Orlando, FL
Software Engineer Intern January 2022 - Present

- Implementing software features for an automated regression testing pipeline to run hundereds of simulated tests on entry, descent, and landing software using Python and Jenkins
- Optimizing code by creating Python classes to develop a more readable code base
- Using Jira and Confluence to track tickets and analyze documentation for software
- Participated in code reviews through MS Teams to ensure potential software commits work as expected

Projects

Knight's Air Observer Satellite (K.A.O.S.) Orlando, FL
Software Engineer | Collegiate Space Foundation June 2021 - Present

- Designed, implemented, and documented software to classify safe landing spots via cube satellites with TensorFlow and Python using a dataset composed of 500,000+ land mass images
- Debugged code segments to resolve the model's prediction not aligning with the accuracy and the image matrix not being formatted to the right dimensions
- Experimented with the convolutional neural network to increase the model's accuracy from 84% to 86%

Friends of Amateur Rockety (FAR 5k) Orlando, FL
Flight Software Engineer | Knight's Experimental Rocketry September 2021 - Present

- Wrote and tested software for multiple sensors including the BMP280 and MPU6050 to log flight data to an SD card such as temperature, humidity, pressure, acceleration, altitude, and rotation
- Communicated software updates through GitHub commits, weekly team meetings, and Discord
- Designed a significantly less sophisticated mission plan to use a drone to fly a rover to its destination which increase the payload cost efficiency and reduced the complexity of software
- Presented sections of the preliminary design review consisting of pseudo code for the rover procedure