

Sean Wallace

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OBJECTIVE

To obtain a summer internship and explore career options in the computer programming and engineering sector.

EDUCATION

California Polytechnic State University, San Luis Obispo, California
Bachelor of Science in Computer Engineering
Graduation: June 2019
GPA: 3.17

COURSEWORK

Fundamentals in Computer Science (I–III), Calculus Series, Digital Design
Computer Design & Assembly Language Programming, Technical Writing.

SKILLS

Comfortable with Java, C, Python, Git, Vim, Ubuntu, Robot Operating System.
Familiar with HTML, CSS, AngularJS, SCRUM methodology.

PROJECTS

Cal Poly Autonomous Golf Cart: Winter 2016 – Present
Ongoing project with the Cal Poly Robotics Club. Wrote high-level control system & collision-detection software in python with the ROS framework.
Wrote cruise-control firmware in C for STM microcontrollers.

RAT MCU: Fall 2016
Implemented a microprocessor design in VHDL for the BASYS 3 FPGA using Vivado to support Bryan Mealy's RAT Assembly Language. Follows the Harvard Computer Architecture and supports one interrupt.

Chess AI: Winter 2015
Written in Java using a mailbox board representation and a branch-traversal board value algorithm to determine moves.

Ninja Fighter RPG: Fall 2015
A collaborative team project. Written in Java, Ninja Fighter is a simple single-player platform RPG with animated melee and shuriken-based combat.

ACTIVITIES

Cal Poly Robotics Club: Winter 2016 – Present
Member of the club's software team.

ACM-ICPC International Collegiate Programming Contest Fall 2016 – Present
Contestant in the team-based competitive programming competition.

AWARDS

Cal Poly Dean's List: Fall 2015, Fall 2016

Hawaii Rotary Club Scholarship Recipient: 2014