Sean S. Lim

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EDUCATION

University of Washington – Seattle — Seattle, WA | Graduating June 2025

Bachelor of Science – Computer Science & Bachelor of Arts – Mathematics

- GPA: 3.79/4.0 (Dean's List)
- Interdisciplinary Honors Student

EXPERIENCE

UW Remote Hub Lab Woundcare Team | App Developer — Seattle, WA | 2/2022 – Present

Skills Involved: Flutter, Swift, Frontend development, UI/UX design, Figma, Backend integration

- Developed a prototype app in Flutter for smartphone-based wound scanning technology that runs on both iOS and Android platforms.
- Researched and documented the user interfaces of more than 30 woundcare apps to develop an easy-to-use and accessible design.
- Finalist in the 2023 Hollomon Health Innovation Challenge, where I presented the application prototype and gave a live demonstration to over 150 judges.

Project IF (Indoor Farming) | Automation Subteam Lead — Seattle, WA | 9/2022 – 4/2023

Skills Involved: Engineering, Node.js

- Researched different types of programmable outlets to find the best smart switch to automate our hydroponics farm.
- Established a local farm network and integrated smart outlets into both the cloud and the physical wiring setup.
- Developed a backend infrastructure that enabled remote scheduling and control of the lights and pumps for 16 ZipGrow towers.

PROJECTS

Grocery Store Analytics

- Awarded 1st place in Data Analytics at the 2023 Dubstech Datathon for a comprehensive data visualization and analysis report.
- Tableau to create visually appealing representations of grocery store transactions, highlighting trends in customer behavior and identifying items with significant positive and negative impacts on overall profit.
- Proposed actionable changes based on customer behavior patterns, seasonal variations, and item popularity to increase yearly profits by over $40,000.

Backgammon Agent

- Created a Python-based game-playing agent for CSE 473 that can play a simplified variant of Backgammon, incorporating state-search algorithms including Minimax, Expectimax, and Alpha-Beta Pruning.
- Achieved a high win rate against an opponent that randomly selects moves.

Satirical News Detection

- Experimented with scikit-learn in Python to train various ML models to predict whether a news article was satirical based on its headline.
- Used natural language processing techniques to extract useful data from a dataset of over 10,000 entries.
- Was able to achieve an f1-score of 0.80 with some fine-tuning adjustments.

SKILLS: Java | Python | Flutter | SQL | AWS | React.js | Swift | Data Visualization