Sean S. Lim

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EDUCATION

University of Washington – Seattle   Seattle, WA | Graduating June 2025
Bachelor of Science – Computer Science

- GPA: 3.82
- Interdisciplinary Honors Student
- Computer Science Direct Admit
- CSE 332 Data Structures and Parallelism
- CSE 331 Software Design and Implementation

Issaquah High School   Issaquah, WA | Graduated June 2021

- GPA: 3.99

EXPERIENCE

Frontend/Backend Developer   February 2022 – Present
UW Remote Hub Lab Stoma Team| Seattle, WA
Skills Involved: AWS (Amplify, Cognito, DynamoDB, REST API), Flutter, frontend/backend development

- Designed and setup the backend for the Stoma Osto-Mate app in AWS, ensuring the architecture was HIPPA compliant through the usage of services like Amplify, Cognito, S3 Glacier, DynamoDB, and REST API.
- Developed a mobile app for iOS and Android using the Flutter language, implementing intuitive UI design and using the model-view-controller architecture.
- Onboarded new team members and explained our frontend/backend architecture and helped familiarize them with AWS and the Flutter language.

RELEVANT PROJECTS

Satirical News Detection| https://github.com/minorenji/satirical-news-detection
Skills Involved: Python, scikit-learn, pandas, data manipulation

- Used a machine learning model in Python to detect whether a news article is satirical based on the headline.
- Learned how to use data science libraries like pandas and scikit-learn and experimented with different ML models, including SVM, decision trees, and naive bayes.
- Was able to tune the model to 80% accuracy for a data set with 13,000 entries.

Personal Website| https://github.com/minorenji/mun-site
Skills Involved: JavaScript, React, web development

- Built a personal blog website using Next.js and Netlify.
- Gained experience with HTML, CSS, JS, through customizing site styles and implementing new pages/features.

League of Legends Match History Analysis| https://github.com/minorenji/RiotAPIExploration
Skills Involved: Python, JSON manipulation, using APIs

- Developed a Python program to retrieve League of Legends match data for any user through the Riot Games API.
- Learned Python data structures such as lists and dictionaries to process and organize the data into JSON files.