Sean Rowland

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Education

expected graduation May 2020

BACHELOR OF SCIENCE COMPUTER SCIENCE *University at Albany (NY)*

Relevant Course Work

- Algorithms and Data Structures
- Computer Organization
- Object Oriented Programming Principles and Practice
- Automata and Formal Languages

Work

2015-2018

MAINTENANCE *Merrick Woods (NY)*

Self-directed maintenance person

- Day to day maintenance including electrical, HVAC, plumbing, and carpentry.

Extracurriculars

August 2018-present

BASE64

Treasurer

- Actively recruited new members by speaking to various students in the Computer Science program and with students who have an interest in programming.
- Helped coordinate with speakers from the local tech industry to speak at one of our club events.
- Managed the club's budget

Hackathon

- 2016 UB Hackathons
- 2018 Bitcamp

Software Skills

Languages: Java, C#, C++, C, Ruby, Scala, SQL, MySQL, HTML, CSS, Javascript, Node.js.

Tools/Frameworks: AWS, spring, maven, apache spark, bash/shell, unit testing, git, OOP, functional programming, .NET, Rails, express.js, React.js.

Operating systems: Windows, OSX, Linux.

Projects

May 2019

QUIZZICAL

Built a CRUD web app with a REACT frontend, a node js backend and a MYSQL database. The app allows a admin user to create questions and tests from the interface, assign test to users, create a new user, and can upload a csv of questions to the app. The users can change their passwords, take a test and receive a grade along with the average of all tests taken.

May 2018

PHONE BOOK

Built a Java application using the spring framework that interacts with a MySQL database hosted on a AWS RDS.

June 2018

UNIX FILE NAVAGATION

Built a UNIX file system emulator, creating the commands ls, mkdir, pwd, touch, cd, rm, echo, and cat in Scala.

September 2018

ASSEMBLER

Built an assembler in Scala for a custom assembly language that takes in input and parses the instruction into binary.