

Simon O'Shea

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Skills:

Languages/Frameworks: Java, C#, C++, XAML, HTML/CSS, Javascript, SQL, React

Software: Eclipse, Visual Studio, Jira, Git, UNIX Terminal, Photoshop, Microsoft Office, Wireshark, Unity, Docker

Operating Systems: Windows Vista+, Linux (Ubuntu, Manjaro)

Projects:

CGM Stats – Senior Final Project

- Engineered a visually appealing web application to simplify the blood monitoring procedure for diabetic patients
- Driven by Bootstrap-React, Plotly, FastAPI, and research authorized by the Institutional Review Board (IRB)

Pathfinding Algorithm Visualizer – Classical Artificial Intelligence

- Designed and incorporated the A*, DFS, and IDS algorithms into an interactive pathfinding visualization application
- Showcases a user-friendly graphical user interface that adds an element of enjoyment to the process of studying paths

MythMatchr – Software Engineering Final Project

- Employed the waterfall model to develop an educational video game in Unity based on geography and mythology
- Produced professional software documentation for easy reconstruction or studying of our project's implementation

Experience:

Scalable Display Technologies – Software Engineering Co-op | *Boston, MA* **September 2022 – December 2022**

- Collaborated with support and agile development teams to identify new feature requirements
- Implemented new software features which were showcased at The Interservice/Industry Training, Simulation and Education Conference 2022
- Designed and created production-ready “Export Options” and “LED Auto-Calibration” panels using XAML, C#, and C++
- Tested my own implementations plus Scalable's product integrations with NVIDIA drivers and Unreal Engine nDisplay

Canvas GFX – Software Testing Engineer Co-op | *Boston, MA*

January 2022 – May 2022

- Performed thorough testing of software utilized by NASA
- Collaborated remotely with quality assurance team to organize deadlines and delegate tasks
- Reported bugs, unexpected behavior, and feature suggestions to developers
- Collaborated directly with developers to tackle intricate glitches, like GUI edge-cases found in their custom extensions

Greenopia – Part-Time Web Development Contract Work | *Rockland, ME*

May 2021 - August 2021

- Revived a 10 year old website focused on sustainable businesses in the USA as part of a team
- Reorganized and maintained database of client information
- Wrote a “welcome back” form in HTML for returning clients using the Ruby on Rails framework

Leadership:

COF Skate Club – President / Founder

September 2021 – August 2023

- Organized weekly club meetings and collaborated with other organizations for large-scale events
- Managed club's executive board, budget, and social media accounts
- Structured and hosted hands-on workshops where members created custom skateboards

Wentworth Institute of Technology – Admissions Coordinator

September 2019 - August 2023

- Assisted in scheduling and managing Admissions Ambassador's shifts on Sling
- Conducted campus tours, sat on student panels, and spoke directly with prospective students

Wentworth Institute of Technology – Orientation Leader

September 2020, 2021, 2022

- Mentored freshmen through orientation weeks while providing advice and answering questions

Education:

Wentworth Institute of Technology (WIT) | *Boston, MA*

Graduated: August 2023

Bachelor of Science in Computer Science, Minor in General Business Management

GPA: 3.85/4.0 | Dean's list (all semesters)

Relevant Courses: Software Engineering, Classical AI, Modern Computing, Parallel Computing, Programming Languages, Algorithms, Databases, Routing and Switching, Managing and Leading Organizations, Principles of Marketing