

Sean Kenyon

Toronto Ontario

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EDUCATION

University of Western Ontario

BACHELOR OF SCIENCE (Specialization in Computer Science)

London, Ontario

Expected Graduation, June 2027

- **Concentration:** Computer Science, Game Development
- Outreach Coordinator (P2C Western)

PROFESSIONAL EXPERIENCE

Cru

Software Engineering Intern

CHIANG MAI, THAILAND

July 2024 - August 2024

- Engineered a secure, enterprise-grade web app using Python and Django REST Framework, delivering 14 endpoints with 76% unit test coverage to ensure production reliability.
- Hardened system security by enforcing authn/authz with JWT and role-based access, aligning with SOC 2 controls and passing internal security reviews with zero critical findings.
- Optimized Big Data workflows by integrating Google BigQuery with partitioned tables, reducing query costs by 22% and improving P95 latency from 1.8s to 1.1s.
- Developed robust ETL pipelines handling 3.2 GB/day with idempotent retries, achieving a 99.1% success rate and reducing data freshness lag to 15 minutes.
- Automated CI/CD infrastructure via GitHub Actions and Terraform to Cloud Run, cutting deployment time by 50% and enabling 3 releases per week.
- Collaborated in a high-velocity Scrum team with a PM and 5 engineers; delivered 8 features and improved the team's API SLA from 93% to 97%.

Loblaws

Bakery Clerk

Toronto, Ontario

Aug 2022 – Aug 2023

- Assisted in daily bakery production and product presentation, ensuring shelves remained stocked and visually appealing to maintain high customer satisfaction levels.
- Delivered friendly and efficient customer service, addressing inquiries and special requests, contributing to a 15% increase in positive customer feedback within the department.

PROJECTS

Graduate Employability Predictor

Group project

London, Ontario

Sep 2025 – Dec 2025

- Built an end-to-end machine learning pipeline to predict graduate employment outcomes using a 10,000-record dataset, including preprocessing, feature encoding, scaling, and reproducible train/test splits.
- Implemented and evaluated Logistic Regression, Decision Tree, and Neural Network classifiers, selecting evaluation metrics (Accuracy, Recall, F1-Score, ROC-AUC) to address class imbalance and real-world decision costs.
- Designed and trained a multi-layer neural network in PyTorch that achieved 99.3% accuracy and 0.98+ recall, outperforming baseline models by capturing non-linear feature interactions.

Pet Simulation Game

Group project

London, Ontario

Jan 2025 – Apr 2025

- Architected a Java-based virtual pet simulation game as part of a 5-member team, applying object-oriented programming principles and design patterns to ensure scalability and maintainability.
- Designed and implemented interactive GUIs using JavaFX, improving user engagement and accessibility through adherence to UI/UX best practices.
- Led Agile workflows using Git; conducted peer code reviews, resolved merge conflicts, and maintained clear documentation, resulting in a 25% reduction in integration issues.

ADDITIONAL INFORMATION

- **Skills:** Python, Java, C, C++, C#, HTML/CSS, SQL, R, JavaScript, PyTorch, Django, JavaFX, GitHub, VS Code, PyCharm, IntelliJ, BigQuery, vi text editor, React, Node.js/Express, REST & GraphQL, PostgreSQL, MySQL, MongoDB, Git, Docker, Linux, Unix
- **Training:** Prepare for Unity Certificate, Business Specialty High Skill Major, Stratagem
- **Languages:** English and French