

Sean Kenyon

Toronto Ontario

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EDUCATION

University of Western Ontario

BACHELOR OF SCIENCE (Specialization in Computer Science)

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

London, Ontario

Expected Graduation, June 2027

PROFESSIONAL EXPERIENCE

Cru

CHIANG MAI, THAILAND

Software Engineering Intern

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

Toronto, Ontario

Bakery Clerk

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

London, Ontario

Group project

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

London, Ontario

Group project

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