# Sean Carlyle

Seattle, Washington | scarlyle@ucsc.edu | (808) 436-6600 | linkedin.com/in/sean-carlyle | seancarlyle.vercel.app

## EDUCATION

**University of California, Santa Cruz** **March 2024**
*Bachelor of Science: Computer Science* *Santa Cruz, California*
**GPA:** 3.82/4.00

**Relevant Coursework**: Computer Systems and C Programming, Computer Architecture, Analysis of Algorithms, Foundations of Programming Languages, Computer Graphics, Introduction to Software Engineering, Database Systems, Full Stack Web Development, Game AI, Computer Security

**Activities:** Game Design and Art Collaboration Club

## SKILLS

**Programming Languages:** JavaScript, Python, C, C++, GDScript, SQL

**Web Development and Frameworks:** Odoo, PostgreSQL, React.js, Node.js, CSS, HTML

**Technical Tools and Environments:** Git, Unix Shell, WebGL, Docker, Godot, Unity

## PROFESSIONAL EXPERIENCE

**Nascom Security** **March 2024 – September 2024**
***Junior Software Developer*** *San Diego, California*
- Customized and enhanced **Odoo** ERP functionalities using custom modules with **XML** and **JavaScript**.
- Conducted thorough testing and debugging of **Odoo** modules to identify and resolve issues, ensuring high-quality deliverables.
- Maintained a development workflow utilizing Git version control and GitHub repositories, ensuring seamless collaboration, code review, and version tracking throughout the software development lifecycle.

## PROGRAMMING PROJECTS

**Full Stack Messaging Web Application**
- Built a comprehensive full-stack messaging web application, complete with a robust test suite utilizing **Jest** and **Puppeteer** for unit and end-to-end testing.
- Developed a backend using **Node.js**, featuring an **Express.js** RESTful API for messaging and user authentication, with **PostgreSQL** as the database.
- Created an intuitive frontend using **React**, using a UI framework to ensure an elegant and user-friendly interface.

**WebGL 3D Graphics Website**
- Constructed a website that features a 3D world built from the ground up using core WebGL, JavaScript, and HTML, without relying on external libraries.
- Implemented a custom object loader to import 3D models.
- Integrated a texture mapping system and developed dynamic camera movement capabilities.

**UCSC Academic Planner Web App**
- Collaborated in a Scrum team employing Agile methodologies to develop an academic planner tailored for UCSC students.
- Constructed a backend with user authentication implemented via **Firebase**.
- Utilized **Selenium** for web scraping class information and populating the backend database.
- Translated user stories defined by our team leader into functional features in the frontend using **React**.