SETH FIELDS

JUNIOR ENGINEER

(304)-755-7272 LinkedIn GitHub scofprofessional@gmail.com Portfolio

EDUCATION

Software Development Training Program
NEWFORCE

Apr 2024 - Oct 2024
In Partnership with MountwestCTC

Bachelors of Science in Agroecology
WEST VIRGINIA UNIVERSITY

Aug 2023
Minor in Agribusiness Management

University of Natural Resource and Life Sciences (BOKU)
Vienna

Oct 2022 - Feb 2023
6.5 Credits

PROJECTS

Squareby
Currently developing a turn-based, roguelike game from scratch.
- Leveraging React for the front-end, SQLite for data management, and Tauri for cross-platform compatibility.
- Goal to release on Steam or Itch.io in the next 3 months.

GitHub Repository

D&D Shop
- A virtual marketplace for D&D games, enabling Dungeon Masters to create, manage, and track shop inventories, including custom homebrew items, player gold, and purchases.

GitHub Repository

trAIner
- A record-keeping app for gym needs, featuring an AI personal trainer for beginners.
- Allows users to create, manage, and log workouts, providing progress graphs and daily caloric intake recommendations.
- Integrates ChatGPT for AI-driven exercise and workout generation.

GitHub Repository

EXPERIENCE

Junior Engineer
Rev.io

Dec 2024 - Present
- Write simple, well-documented code in .NET, SQL, and React along with unit tests.
- Implement small features and bug fixes.
- Implement larger features and bug fixes with the help of more experienced engineers.
- Actively participate in team meetings to help flush out project requirements and share knowledge.
- Addressed customer facing issues proactively or in a timely manner.
- Built an AI Agent to improve our organization's efficiency in addressing customer issues.
- Maintains version control systems.
- Ensures code quality and adherence to coding standards.

Junior Full Stack Developer
NewForce

Apr 2024 - Oct 2024
- Intensive full-time 6-month software development immersive training program focusing on full stack (C#/.NET) development fundamentals and problem solving.
- The final half of the program is executed in a simulated company environment with Scrum methodology.
- Applied object-oriented programming fundamentals through team-based projects that reflect real-world business problems.
- Collaborated remotely on projects using Slack and Zoom.
- Managed source code version control with Git/GitHub.
- Applied JavaScript, HTML, and CSS fundamentals to build a feature-rich social media dashboard.
- Leveraged native ES6 module bundling to build DRY, reusable components.
- Designed and built single-page applications with React using Hooks.
- Designed applications through white boarding dependencies and building ERD's.
- Built and interacted with databases using SQL and ADO.NET.
- Developed a blog management platform in ASP.NET, MVC, and Razor templates in Visual Studio 2019.
- Created RESTful Web API with C#/.NET Core and connected it to a React front-end.
- Built and maintained integration tests in .NET Core.

Horticulture Pest Management Associate
WVU Research Corporation

May 2023 - Aug 2023
- Assisted in performing, observing, and setting up various research trials relating to pest management.
- Helped to process samples for the West Virginia University Plant Diagnostic Clinic.
- Started the quality management process for the Plant Diagnostic Clinic to be in line with national standards.

Soil Testing Lab Assistant
WVU Soil Testing Lab

Aug 2020 - Sep 2022
- Processed, input, and sent out soil testing data.
- Assisted in various research projects going on at the university related to soil health.

Researcher
WVU Summer Undergraduate Research Experience

May 2020 - Aug 2020
- Studied soil health differences between hay, pasture, and market garden organic cropping systems.
- Worked with dry aggregation, saturated hydraulic conductivity, bulk density, and penetration resistance.
- Placed 3rd in the ASA, CSSA, SSSA International Annual Graduate Competition.

Research Assistant
WVU Research Apprenticeship Program

Aug 2019 - Apr 2020
- Assisted in study of soil health in organic grassland systems.
- Presented research at WVU's annual research symposium.
- Worked with wet and dry aggregation, bulk density, and soil porosity.