

Sean Mooney

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PROFILE

Impassioned software developer with experience working on full stack applications looking to contribute in a team environment as a Full-stack Developer.

COMPETENCIES

- HTML/(S)CSS
- React
- LINQ TO SQL
- DevExpress/Extreme
- iOS
- Unity
- JavaScript
- Azure Cloud
- C#
- Python
- Android
- Blender
- Angular
- PowerShell
- ASP .NET
- SQL
- Ionic
- Photoshop

WORK EXPERIENCE

Baylor Scott & White (*April 2019 - Present*)

SOFTWARE ENGINEER

Azure Cloud, C#, .NET Framework, ASP.NET Core, SQL, LINQ to SQL, Angular, React, Redux, JavaScript

- Designed and built multiple user-interfaces for customer web portal, internal tools, and legacy web apps using Angular and React
- Architected cloud build and release pipelines with Azure
- Configured Azure App Services for various development and production environments
- Developed RESTful API endpoints for retrieving and managing data
- Implemented healthcare business rules in .NET Framework back-end
- Engineered SAML request builder for single-sign-ons to third-party vendor websites
- Created Powershell scripts to parse flat files for historical health document data for use in internal document management system
- Wrote SQL queries for populating and manipulating tables

Communico LLC (*December 2017 - December 2018*)

SOFTWARE ENGINEER

Ionic, Angular, JavaScript, GraphQL, SQL, BootStrap, iOS, Android

- Engineered public library management software platform using Ionic-Angular 5 with Cordova
- Created front-end room reservation software, event feeds, calendars with filtering capabilities, and handled library catalog interaction including user account management and renew/hold item functionality
- Interfaced with and maintained a RESTful API for CRUD operations
- Performed QA tracking down, triaging, and fixing bugs across the entire full-stack environment
- Collaborated and developed pages with Application UI/UX Designer
- Managed and deployed customer apps

FREELANCE PROJECTS

CPMooney.com (June 2017 - July 2017, March 2019)

Squarespace, HTML, CSS, JavaScript, Photoshop

- Completed a portfolio website using SquareSpace, custom CSS, and JavaScript
- Designed sleek and modern custom logo

PERSONAL PROJECTS

DoStuffMaps (Python, React, JavaScript)

- Scraped data from Do512's website for local events using Python and BeautifulSoup
- Imported and used scraped data to populate Google Maps in React with pins of event locations
- Incorporated sleek front-end to filter and manage large volumes of events as well as to view more details about particular events

Currency Converter (HTML, Java, Apache Tomcat)

- Built currency exchange rate calculator following object-oriented principles
- Interacted with local files to retrieve exchange rates between different types of currency using multi-dimensional array
- Integrated login authentication with local SQL database

Whack-A-Mole (Java, Android)

- Using Java and Android Studio, developed Android app following object-oriented principles
- Added pause and new game functions as well as checks for each state in all functions to prevent abuse and cheating
- Created custom images to represent the different states of moles popping in and out

Siege Line Tower (Unity3D, C#, Blender, Photoshop)

- Built real-time multiplayer functionality using Unity's Network Manager with peer to peer networking in a tower defense game
- Created 3D game assets with Blender and Photoshop
- Used enemy pathing with custom movement to allow for user-generated tower layouts that enemies learned to navigate through

EDUCATION

Independent Software's A100 Program

Certified Software Developer, Summer 2016

Norwalk Community College

Associate of Computer Science, 2015

SELF-STUDY:

- Personal website: www.sean-mooney.com
- My GitHub: <https://github.com/sean-mooney>
- LinkedIn: <https://www.linkedin.com/in/sean-mooney/>