

Sean O'Beirne

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Objective:

To obtain a cooperative education position pertaining to the development of software.
Available May-August 2019, August 2019-March 2020.

Education:

Rochester Institute of Technology
Bachelor of Science in Computer Science
GPA: 3.64
Dean's List Recipient Spring 2018

Rochester, NY
Expected May 2022

Relevant Courses: Principles of Data Management (SQL), Mechanics of Programming (C), Computer Science for Transfer Students (Java, Python), Computer Science Theory, Linear Algebra, Probability and Statistics, Discrete Mathematics for Computing

Skills:

Programming Languages: Java, C, Python, SQL, HTML5, CSS

Operating Systems: Unix/Linux, Windows

Techniques: Git (Version control), GitHub, Scrum Process

Other: Constant drive to pick up new skills. Strong sense of self-management. Exceptional written and oral communication skills

Experience:

RIT ITS Service Desk
Service Desk Representative

Rochester, NY
August 2018 – Present

- Assist customers with a wide variety of technological problems
- Interface with customers in a professional yet personable way
- Update and manage internal documentation on a wide variety of possible requests and incidents
- Cooperate with other internal teams to arrive at solutions to customer concerns
- Solve new technical troubleshooting problems in a timely and efficient manner

Preferred Freezer Services LLC
Business Analyst Intern

Chatham, NJ
May 2018 – August 2018

- Developed new SQL queries to improve business efficiency and data communication within the company
- Created live dashboard displays to show internal sales, operations, and management statistics in real time and over a period of time
- Constantly communicated with other teams to field specific query requests
- Assisted with the deployment and implementation of a new business analysis application
- Worked with a team to collaborate on ideas and report progress

Projects:

Web Checkers: Currently developing a Web Checkers game in browser using the Spark framework for Java. Working with 4 team members in an Agile work environment. Using GitHub for version control and code reviews while also participating in stand-up meetings and adhering to Object Oriented design principles.

JavaFX Board Game: Developed a board game in JavaFX that utilizes threads and receives keyboard input. Used Git for version control, and experimented with a custom AI algorithm.

Language Parser: Developed a custom language parser meant to interpret a state diagram and extrapolate a transition matrix for the language, implemented entirely in C while using Git for version control.

Interests:

Hiking
Billiards
Gaming