

Sean O'Beirne

sean.t.obeirne@gmail.com | (908) 721-6502
github.com/sean-obeirne | linkedin.com/in/sean-o-beirne

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

Education:

Rochester Institute of Technology
Bachelor of Science in Computer Science
GPA: 3.44

Rochester, NY
Expected May 2022

Dean's List Recipient Spring 2018

Relevant Courses: Principles of Data Management (SQL), Mechanics of Programming (C), Computer Science for Transfer Students (Java, Python), Intro to Software Engineering (Java, Agile), Analysis of Algorithms, Linear Algebra, Probability and Statistics, Discrete Mathematics for Computing

Skills:

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

Operating Systems: Unix/Linux, Windows, MacOS

Techniques: Agile and Waterfall Methodologies, Git (Version control), GitHub, Software Development, Data Structures, Data Analysis, Scrum Process, Computer Software and Hardware Troubleshooting

Other: Proficient teamwork & cooperation, Great attention to detail, Exceptional written and oral communication skills, Constant drive to pick up new skills, Strong sense of self-management.

Experience:

Preferred Freezer Services LLC

Chatham, NJ

Data Analyst Intern

May 2018 - August 2018, May 2019 - Present

- 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

RIT ITS Service Desk

Rochester, NY

Service Desk Representative

October 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

Projects:

Web Checkers: Developed a Web Checkers browser game using the Spark framework for Java. Collaborated with 4 team members in an Agile work environment. Used GitHub for version control and code reviews while also participating in daily stand-up meetings and adhering to Object Oriented Design Principles.

Package Distribution Application: Collaborated with 2 team members to develop a full-stack CLI application that could be used by a package distribution company to manage all aspects of the company. Implemented in Java using the open source H2 Database Engine to run SQL queries for creating/updating database entries.

JavaFX Board Game: Created a board game in JavaFX that utilizes threads, follows a Model-View-Controller architecture, and receives keyboard input. Used Git for version control, and experimented with a custom AI algorithm.

Interests:

Billiards, Video Games, Hiking