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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-April 2019.

Experience:

Preferred Freezer Services LLC

Chatham, NJ

Business Analyst Intern

May 2018 - August 2018

- Developed helpful, innovative SQL queries to improve business efficiency and data communication
- Created meaningful dashboard displays to show internal sales, operations, and management statistics
- 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

August 2018 - Present

- Assist customers with a wide variety of technological problems
- Interface with customers in a professional yet personable way
- Cooperate with coworkers to arrive at helpful solutions to customer concerns
- Solve new problems on the fly in a timely and efficient manner

Education:

Rochester Institute of Technology

Rochester, NY

Bachelor of Science in Computer Science

Expected Graduation May 2022

GPA: 3.64

Dean's List Recipient Spring 2018

Relevant Courses: Intro to Software Engineering, Analysis of Algorithms, Principles of Data Management, Mechanics of Programming, Computer Science Theory, Computer Science for Transfer Students, 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), Scrum Process

Other: Constant drive to pick up new skills. Strong sense of self-management.

Exceptional written and oral communication skills

Projects:

Web Checkers: Developed with team members in an Agile work environment to create a Web Checkers game in browser using the Spark framework for Java. Used GitHub for version control and code reviews while also participating in stand-up meetings and adhering to OO design principals.

JavaFX Board Game: Developed a board game in JavaFX that utilizes threads. 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 Rock Climbing Billiards