

Sean Stephens

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Education

University of Arizona

Graduation in May 2017

Majors: Computer Science, Mathematics, Honors College

GPA: 3.9

Relevant Coursework:

- Object Oriented Programming, Data Structures, Comparative Programming Languages, Data Visualization, Database Design, Networking, Automata and Formal Language Theory
- Linear Algebra, Real Analysis, Abstract Algebra, Ordinary Differential Equations, Topology

Skills

- Experience using Java, C++, Python, and Haskell.
- Familiar with web technologies, with significant experience using Javascript and D3.js.
- Proficient in UNIX environments

Work Experience and Research

Section Leader Coordinator, University of Arizona

April 2016 – Present

Co-coordinated the University of Arizona undergraduate Computer Science section leader program. Organized and carried out interviews, training, and management for over 50 section leaders working for four different courses. Personally worked as a section leader for five semesters.

Research Assistant, University of Arizona

Spring 2015 – Present

Worked under Dr. Carlos Scheidegger. Developed an interactive visualization tool for the University of Arizona Comparative Genomics research labs. Collaborated on the prototyping, benchmarking, and publication for an interactive data cube system designed for visualization applications.

Facebook Software Engineering Intern

Summer 2016

Developed a data pipeline and asynchronous C++ client to improve cache warmup times for the Dragon graph query engine. Worked with several team members to integrate this pipeline with the existing system, augment operations tools to monitor it, and manage its production deployment.

Other Activities

- Third place finish at the 2015 regional-level ACM International Collegiate Programming Contest, among over 50 teams that participated in the Rocky Mountain region.
- Two years experience in science outreach through the College of Science Ambassadors program.
- Personal projects at seanastephens.github.io