Sean Blonien

www.seanblonien.com

seanblonien@gmail.com

972·371·9800

github.com/sblonien

linkedin.com/in/seanblonien

Education

Baylor University — May 2020
Overall GPA: 3.71
Major: Bachelors of Science in Computer Science
  Concentration in Software Engineering
Minor: Business Administration

Cistercian Preparatory School — May 2016
Overall GPA: 3.91

Projects

Black Gospel Music VR — March 2018 – Present
Baylor VR Club Development Project, Project Manager

- Leading a team of developers to create a virtual reality experience showcasing music pieces from Baylor's Black Gospel Music Restoration Project.
- Manage 10 team members by allocating resources, delegating tasks, leading others, setting deadlines, facilitating communication, and assisting with development.
- Trained team on game development, UE4, VR development, Git, 3D, sound design, and object-oriented programming.

Animalis — September 2018 – December 2018
Software Engineering II, Project Manager and Lead Developer

- Lead a team of 5 developers to build a highly functional, full-stack, pet sitting service web app from scratch.
- Directed scrum, client, and project meetings, all while learning about and working with ReactJS, Java, and Elasticsearch, doing both front-end and back-end work.

CryptoKit — April 2018 – May 2018
Software Engineering I Final Project, Lead Developer

- Developed an Android app that tracked crypto asset prices.
- Strengthened software engineering skills by using OOA/D techniques such as GRASPs, UML diagrams, Agile development, and design patterns.
- Improved experience with Java, Android programming, Rest API's, JSON parsing, and Google's Firebase framework.

Chillenium Game Jam — October 2017, 2016
Personal (2017), Video Game Design Team Project (2016)

- Conceptualized and programmed a sci-fi virtual reality game in Unreal Engine 4 (2017), and a light-hearted, food themed, platform shooter in GameMaker (2016), all within 48 hours at the country's largest student-lead game jam.
- Motivated the team in a unfamiliar environment to create a fully functional application by designating tasks, teaching programming, and communicating between teammates.

Work Experience

Baylor University — 2016, 2017, 2018 – Present
Classroom Technology Assistant; Waco, Texas

- Building a full-stack web app used an internal tool for colleagues to make technical IT troubleshooting easier, more centralized, and more automated.
- Providing tech support by troubleshooting hardware and software problems that arise in a typical classroom setting.

AT&T — Summer 2018
TDP Engineering and Operations Intern; Austin, Texas

- Successfully used data analysis techniques to automate and visualize AT&T's corporate Wi-Fi call center data while identifying chronic drivers and failures.
- On top of saving managers 3 hours a week through automation, my analysis continues to serve as a permanent solution that will aid in breaking down $250,000 of cost every month, further.
- Used VBA, Power Query M, and Excel to analyze the data.

Activities

Baylor Virtual Reality Club — Officer
Director of Development and Project Manager

Computing for Compassion (C4C) — Google igniteCS
Co-founder (Baylor chapter) and member

Association for Computing Machinery (ACM) — Member

Honors

Baylor University's Dean's List	2016 – Present
Wilkinson ECS Scholarship	2018 – Present
President's Gold Scholarship	2016 – Present
John & Ann Iler Scholarship	2017 – 2018
Eagle Scout	March 2016

Additional Information

Languages	Proficiency
Java ǀ C++ ǀ C	●●●●●
GML ǀ JavaScript ǀ VBA	●●●●○
MySQL ǀ Python ǀ ReactJS	●●●○○
AngularJS ǀ Bash ǀ x86 Assembly	●●○○○

Interests

Computer Hardware

Philosophy and Science books

Weightlifting

Virtual Reality

eSports

EDM Music

Work Eligibility: Eligible to work in the U.S. with no restrictions