

Location: Bloomington, IN  
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## SEAN COLEMAN (SOFTWARE ENGINEER)

**SKILLS**

**Languages:** JavaScript (ES6), HTML/CSS, Python, and C.  
**Frameworks:** Django, NodeJS, ReactJS  
**Tools:** MATLAB, Git, LabWindows/CVI  
**Databases:** SQL (PostgreSQL, MySQL), MongoDB  
**Miscellaneous:** Native and fluent speaker in English and Japanese, conversationally proficient in French.

### PROJECTS

#### FOOTER

A full-stack web app for exploring the top football clubs in the world. Make your own account to follow your favorite clubs.  
Technologies: ReactJS, NodeJS, MongoDB, Auth0

#### THE ART ARCHIVES

A web app for exploring museums online. Pick your museum and explore collections or search for artworks through a search bar.  
Technologies/Languages: ReactJS HTML/CSS

#### TOWER OF HANOI

An online game to play Tower of Hanoi, a mathematical puzzle invented by French mathematician Édouard Lucas in 1883. Pick your level of difficulty and move up.  
Technologies/Languages: JavaScript, HTML/CSS

### EXPERIENCE

#### **GENERAL ASSEMBLY, REMOTE**

July - October 2021  
Completed a 400 hour + software immersive program, producing several web applications using the MERN stack.

#### **INDIANA UNIVERSITY, BLOOMINGTON, IN**

February - August 2019, July 2020 - July 2021  
Helped with programming for a low-energy nuclear physics experiment. Programmed an instrument driver for a cryogen level monitor using LabWindows/CVI. I also helped build a magnetic field mapper, using python serial communication.

### EDUCATION

#### **INDIANA UNIVERSITY, BLOOMINGTON, IN**

Physics B.S. (August 2017- May 2021)  
GPA: 3.795