Location: Bloomington, IN
LinkedIn: rb.gy/lhbl3p
Website: rb.gy/ueals1
Email: seanclmn1@gmail.com

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
-Built a full-stack web app to allow users to explore the top football leagues in the world.
-Built using the MERN Stack, with Auth0 for login customization. Data is pulled from the Football-Data API and the ScoreBat Football API.
-Technologies: ReactJS, NodeJS, MongoDB, Auth0

THE ART ARCHIVES
-Built a web app for exploring museums online, via collections or a search bar.
-Built using ReactJS, pulling images and data from The Metropolitan Museum of Art Collection API and the Art Institute of Chicago API.
-Technologies/Languages: ReactJS, HTML/CSS

TOWER OF HANOI
-Built a web app game to play Tower of Hanoi, with different levels of difficulty.
-Built using vanilla JavaScript, HTML, and CSS.
-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