

# Sean E. Gentry

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## EDUCATION

### Vanderbilt University

**B.E. Mechanical Engineering | Minor: Computer Science**

Honors: Dean's List (All Semesters), Questbridge National Scholar

Activities: Vandy Brazilian-Jiu-Jitsu, Questbridge Scholars Network, Theta Tau

Nashville, TN

Expected May 2027

GPA: 3.96

### Osborn Park Senior High School

**Advanced High School Diploma | Biotechnology & Engineering Program**

Honors: Honor Roll (All Semesters), Micron Technology Scholar, 99<sup>th</sup> Percentile

Manassas, VA

June 2023

GPA: 4.55

## PROFESSIONAL EXPERIENCE

### Robotics and Autonomous Systems Laboratory (RASL) at Vanderbilt University

Remote | Nashville, VA

*Undergraduate Research Assistant*

May 2024 – Present

- Worked in analyzing and coding behavioral data of Mild Cognitive Impairment (MCI) patients and non-MCI patients to develop systems in human activity recognition with machine learning under PI Dr Keith Cole and Graduate Research Assistant Nibraas Khan.
- **Worked in a team of two** to manually label the dataset of 15 participants' videos using BORIS (Behavioral Observation Research Interactive Software) software.

## LEADERSHIP & PROFESSIONAL DEVELOPMENT

### SEO Career – SEO EDGE Participant

July 2024 – Present

- Receiving coaching and online instruction to achieve targeted interview, technical, and professional developmental goals
- Complete technology industry-specific training focused on developing technical skills, institutional knowledge, and attention to detail

### Theta Tau, Iota Delta Chapter – Member

April 2024 – Present

- Member of Theta Tau, the professional engineering fraternity based on the pillars of brotherhood, service, and professionalism
- The purpose of Theta Tau is to develop and maintain a high standard of professional interest among its members, and to unite them in a strong bond of fraternal fellowship

**Other Affiliations:** IM Volleyball Team – Middle Hitter

## PROJECTS

### P51 Mustang 3D render – Model of P-51D Mustang using Blender

July 2024

- Used 3D modeling according to blueprint to render 3D model of WW2 war plane
- <https://seangentree.github.io/portfolio/>

### Snake Game: Java Edition – Remake of Snake game as an application only using Java Swing

December 2023

- Used skills learned from CS 1101: Programming and Problem Solving to develop a recreation of the Snake game with 2 dynamic color options primarily utilizing extensions of JFrame and JPanel classes in Java
- <https://github.com/seangentree/SnakeGame.java>

### Rose 3D render – Model of Rose made using Blender

December 2023

- Used 3D modeling and sculpting skills make a 3D model of a rose using Blender
- <https://seangentree.github.io/portfolio/>

## RELEVANT COURSEWORK

### Vanderbilt University

- CS 2201: Program Design and Data Structures
- Math 2420: Methods of Ordinary Diff Eq
- ME 2160: Mechanical Engineering Design
- CE 2200: Statics
- ECE 2112: Circuits

## SKILLS AND CERTIFICATES

**Skills:** Java, Python, HTML, CSS, Blender, Solidworks

**Awards:** QuestBridge National College Match Scholarship (2022, 1,755 matches out of ~18k students); Micron Technology, Engineering, and Mathematics Scholarship (2023); Prince William County Chamber of Commerce Scholarship (2023)

**Languages/Certifications:** Intermediate in Spanish, beginner in Japanese, Biotechnology & Engineering certificate (2023)

**Interests:** 3D modeling, Aerospace, cyber-physical systems, game development, machine learning, nanotechnology, programming