

Sean Maida

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EDUCATION

Stevens Institute of Technology | Hoboken, NJ

Expected May 2025

Bachelor of Science in Computer Science

Coursework: Data Structures, Algorithms, Web Programming I & II, Database Management Systems, Software Development Process, Agile Methods For Software Development.

Clubs & Organizations: Stevens Computer Science Club, Stevens Club Baseball.

PROFESSIONAL EXPERIENCE

IT Intern | Data Center Services

May 2024 – August 2024

Consolidated Edison | New York, NY

- Automated data extraction from Excel files using Python scripts to efficiently identify and categorize IT projects, enhancing strategic decision-making.
- Updated and maintained the demand and forecasting spreadsheet by validating resource requests for Q2 2024 and proactively collecting Q3 2024 forecasting data through direct outreach to project managers.
- Developed a web application to streamline cost analysis by retrieving and displaying hardware pricing data, reducing manual searches through Excel files. Used HTML, CSS, JavaScript (jQuery).
- Designed and presented Power BI visualizations to department managers and directors, providing insights into resource demand trends and forecasting.

Lifeguard

May 2019 – August 2022

Township of Verona | Verona, NJ

- Ensured the safety of over 200 guests by enforcing pool regulations and responding to emergency situations.
- Provided hands-on training to new lifeguards, demonstrating proper rescue techniques and safety protocols.
- Maintained high standards of professionalism and customer service while overseeing daily pool operations.

SKILLS

- **Programming Languages:** Python, JavaScript, HTML/CSS, Java, SQL.
- **Libraries/Frameworks:** Node.js, React.js, Express.js, jQuery.
- **Software Development:** Agile Methodologies, RESTful API Design.
- **Technologies & Tools:** MongoDB, Redis, Git, Visual Studio Code, Microsoft Office (Excel, PowerPoint, Word).

PROJECTS

Stevens Day of Giving Game

September 2024 - Present

- Developed an interactive online game in Godot using GDScript and C# to enhance alumni engagement and drive donations for Stevens Institute of Technology's Day of Giving campaign.
- Designed and implemented game mechanics, visuals, and fundraising integration while following the Software Development Life Cycle (SDLC).

Huddle Up | Web Programming II

September 2024 – December 2024

- Developed a web application enabling users to discover, create, and join local pickup sports events, fostering community engagement.
- Built a responsive front-end using React.js, and designed a robust back-end using Node.js, MongoDB, and Redis for caching frequently accessed data.
- Created RESTful APIs to handle event creation, user authentication, and data retrieval.

Tracklete | Web Programming I

March 2024 – May 2024

- Designed a full-stack web application allowing athletes to organize and track their workouts effectively.
- Built a Node.js and MongoDB backend with a dynamic front-end using Handlebars, CSS, and JavaScript (jQuery, AJAX) for seamless user interactions.