

Sean Maida

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EDUCATION

Stevens Institute of Technology | Hoboken, NJ

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.

SKILLS

- **Programming Languages:** Python, Java, JavaScript, HTML/CSS, SQL.
- **Libraries/Frameworks:** Node.js, React.js, Express.js, jQuery.
- **Software Development:** Agile Methodologies, Object-Oriented Programming, REST API Design.
- **Technologies & Tools:** MongoDB, Git, Visual Studio Code, Microsoft Office.

PROFESSIONAL EXPERIENCE

IT Intern

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 using JavaScript (jQuery), HTML/CSS, reducing manual searches through Excel files.
- 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.

PROJECTS

Stevens Day of Giving Game | [GitHub](#)

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

Huddle Up | [GitHub](#)

- Built a full-stack web application enabling users to discover and join local pickup sports events.
- Developed a React.js front-end and designed a Node.js, MongoDB, and Redis back-end for scalability.
- Created RESTful APIs to handle event creation, user authentication, and data retrieval.

Tracklete | [GitHub](#)

- Developed a workout-tracking web application with a dynamic front-end using JavaScript (jQuery, AJAX), Handlebars, and CSS, and designed a Node.js, MongoDB back-end.
- Implemented real-time updates and user authentication.

WeatherGUI | [GitHub](#)

- Developed a Python-based GUI weather application using Tkinter and WeatherAPI to display real-time weather data.