

# Sean McGary

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## Objective

To find a job as a Software Engineer that satisfies my passion for web application development so that I can apply and improve my skills and help with developing and delivering a great product.

## Education

Rochester Institute of Technology, Rochester NY — Computer Science, May 2013

## Skills

### Programming Languages:

PHP5, Javascript (Node.js), C, C++, HTML5/CSS3, Python, Objective-C/Cocoa, x86 Assembly, Java.

### Platform Experience:

Mac OS X, Linux (Ubuntu, Debian, CentOS), Microsoft Windows

### Software Experience:

Git, Apache, MySQL, Memcache, MongoDB, Redis, PostgreSQL, SVN, ActiveMQ, Beanstalkd, PHPUnit, JUnit, Hudson/Jenkins.

### Misc.

Agile/Scrum experience, iOS Development.

## Experience

### Lab126 (Software Engineer Intern) - May 2012 - Present

Software Engineering Intern on the Web Technologies team working on "next-gen" devices.

### Lab126 (Software Engineer Intern) - June 2011 - August 2011

Software Engineering Intern on the Web Applications Framework team working with emerging HTML5, CSS3, and Javascript technologies.

### Blue Panda Systems (Software Engineer) - October 2010 - September 2011

Architected the backend infrastructure for an Electronic Medical Record web application. The entire backend was built on/around my custom PHP framework (Foundation-PHP). Entire application was built on top of MongoDB, taking advantage of its document based storage.

### Sports Aptitude (Software Engineer) - January 2010 - August 2010

Working as a Software Developer on the Sports Aptitude web application. Working with PHP, MySQL, Javascript (ExtJS framework) to develop a client portal and an administrative portal for aggregating sports player data to generate customized reports on a per-team basis.

### Genius.com (Software Engineering Co-Op) - March 2010 - May 2010

During spring quarter of 2010, I Co-Op'ed with Genius.com as a Software Developer. I worked on implementing new features, adding to existing features, and fixing bugs in an Agile development environment. I was able to expand my existing knowledge of PHP and Java as well as learn Javascript through the ExtJS framework and how to write extensive unit tests using PHPUnit and JUnit.

## Projects

### CSH Drink Server (<https://github.com/ComputerScienceHouse/Drink-JS>):

Rewriting the entire CSH Drink (3 networked vending machines) server from the ground up using NodeJS. This new server modifies the existing "Sunday Protocol" as well as adds a new WebSocket interface with fallbacks to XHR Polling and JSONP Polling.

### PHP Framework (<https://github.com/seanmcgary/foundation-php>):

After working with CodeIgniter for a couple of years, I decided to build a framework that followed a similar MVC design pattern, but was a bit more flexible than CI and also included optional support for unit testing via PHPUnit. This is/has been a great learning experience so far and I am always finding ways to improve it while using it in my own personal day to day projects.