

Sean Oh

408-457-4461 | seannohdev@gmail.com | Personal Website | LinkedIn | Github

Summary

I'm a recent computer science graduate who's passionate about building software and tackling challenging problems. I have hands-on experience in full-stack web development and software engineering, and I've worked with cross-functional teams in both Agile and traditional settings. People know me for being a team player with solid communication skills and leadership ability. I'm excited to bring my technical skills and fresh perspective to projects that make an impact.

Education

University of California, Santa Barbara, B.S. Computer Science Sept 2020 – Jun 2024

- **GPA:** 3.88 (Dean's Honors)
- **Coursework:** Data Structures and Algorithms, Computer Architecture, Machine Learning, Deep Learning, Computer Vision, Operating Systems, Video Game Development, Database Systems, Computer Networks

Experience

Webmaster for Khloris Biosciences, LeSoleil, Global Cancer Research Institute Oct 2019 – Present

- Designed, developed, and maintained user-friendly and accessible websites focused on client needs.
- Upheld cybersecurity standards to protect client privacy and proactively prevented cyber attacks.
- Regularly updated content to reflect the latest research and organizational updates.

Projects

UCSB Coral - UCSB Student Productivity App

- Developed a productivity app for UCSB students, implementing integration with the UCSB registration API, in-app calendar with Google/Apple calendar sync, and chatrooms associated with all student courses.
- Worked with UCSB tech staff to ensure security and privacy of students' data via OAuth and Firebase.
- Tools Used: React Native, Firebase

Capsule Toy Defense - Unity Tower Defense Game

Itch.io

- Designed, pitched, and refined the game design document to ensure high playability and enjoyment.
- Employed Agile methodology with 1-week sprints and retrospectives, culminating in a gold-master release.
- Collected and analyzed playtest data from a diverse group of players to identify areas for improvement, enhance gameplay mechanics, and ensure a balanced and engaging player experience.
- Tools Used: Unity, C#, Blender

Narratorium - Collaborative Story-telling Web App

[Link to repo](#)

- Developed secure user authentication using JWT to ensure user data privacy and integrity.
- Implemented a rich text editor with real-time interactivity and a dynamic character counter.
- Collaborated with a team of developers in an Agile environment, participating in sprint planning, daily stand-ups, and code reviews to ensure smooth project progression and high-quality deliverables.
- Tools Used: Express, Handlebars, Socket.io

Technologies

Languages: C/C++, JavaScript/TypeScript, C#, Python, Java, SQL

Software: git, MERN stack, NumPy/SciPy, Unity, React Native, Spring