

Sean P. May

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EDUCATION

Northeastern University Khoury College of Computer Sciences , Boston, MA <i>Candidate for Bachelor of Science in Computer Science and Mathematics</i> Cumulative GPA: 3.64 / 4.0 Honors: Dean's Scholarship, Dean's List, Fall 2024 & Spring 2025 Activities: Bridge to Calculus Tutor, Calculus Field Day Volunteer, Math Club, Putnam Club, Running Club Relevant Coursework: Artificial Intelligence, Matrix Methods in ML, Algorithms & Data Structures, Object-Oriented Programming, Computer Systems, Probability & Statistics	Sep. 2022 - Present Expected May 2027
Dialogue of Civilizations Mathematical Heritage of Budapest , Budapest, HU Relevant Coursework: Number Theory, Exploration of Modern Mathematics	Jun. - Aug. 2025

EXPERIENCE

NExT Consulting Software Engineering Co-op	Boston, MA Sep. - Dec. 2025
<ul style="list-style-type: none">Gaining startup-like experience, working in Agile teams to consult and deliver solutions to industry partners.AI Advisor HITL RAG LangChain Conducting thorough R&D into all areas of AI to create proactive workflow-augmenting tools, enhancing the capabilities of academic advisors and improving student experience.AI Project Mentor Node.js FastAPI SupaBase Vercel OpenAI API Designed and deployed a full-stack platform that provides personalized guidance for novice computer science students to go from zero personal projects to one, from ideation to portfolio creation.	
General Dynamics Electric Boat Software Development Co-op	Groton, CT Jan. - Jul. 2024

Northeastern University Systematic Alpha Junior Research Analyst	Boston, MA Sep. 2025 - Present
<ul style="list-style-type: none">Gaining hands-on experience in quantitative research and development through real-world projects and studies.	

PROJECTS

Study Buddy Python JavaScript FastAPI LangChain RAG Agentic AI G	Sep. – Oct. 2025
<ul style="list-style-type: none">Created a tool to generate study cards and subsequently a personalized crib sheet, integrated with Anki.Implemented Agentic AI workflow with CrewAI to extract, web search, merge, verify, and generate content.Leveraged LangChain's RAG implementation to increase efficiency both timewise and in API call count.	
Human Digit Classification Python JavaScript PyTorch Machine Learning G	Jan. – Mar. 2025

No-Limit Hold-em Alpha-Beta Pruning Python NumPy G	Aug. – Dec. 2024
<ul style="list-style-type: none">Employed adversarial search to navigate and solve game tree, with alpha-beta pruning to reduce complexity.Utilized Monte Carlo simulation, hand bucketing, and a probabilistic hand range model to greatly reduce game space, as well as transform NLHE into a complete-information, deterministic game.	

SKILLS

Part-Time Work:	Semi-Professional Poker Player, Computer Science Tutor
Languages/Frameworks:	Python, Java, C, TypeScript, JavaScript, Next.js & React, HTML & CSS, Swift
Tools & Libraries:	Git, Linear, PyTorch, NumPy, Pandas, Matplotlib, NeoVim, JupyterLab

Interests

Brain Teasers | Game Theory | Poker | Chess | Français | Track & Field | Triathlon | Skiing | Sports Science