Sean P. May

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EDUCATION

Northeastern University | **Khoury College of Computer Sciences,** Boston, MA   Sep. 2022 - Present
Candidate for Bachelor of Science in Computer Science and Mathematics   Expected Dec. 2026
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

Summer Study | **Mathematical Heritage of Budapest**, Budapest, HU   Jun. – Aug. 2025
Relevant Coursework: Number Theory, Exploration of Modern Mathematics

SKILLS

Part-Time Work: Semi-Professional Poker Player, Computer Science Tutor
Languages: *Proficient:* Python, Java, C, Latex, Bash, React, Racket | *Familiar:* C++, JavaScript, Assembly
Tools & Libraries: PyTorch, Pandas, NumPy, Matplotlib, Git, Neovim, Codespaces, Jupyter
Platforms: Windows, MacOS, Ubuntu Linux

PROJECTS

Human Digit Classification | Python | JavaScript | HTML | PyTorch | Machine Learning | ⌂   Jan. – Mar. 2025
- Developed a computer vision web app demonstrating CNN capabilities for real-world applications.
- Applied novel approach, using two models to first create a bounding box, then classify number of digits.
- Engineered image annotation tool to streamline data labeling, allowing for creation of own datasets.

Counterfactual Regret Exploration | Jupyter Notebook | NumPy | Reinforcement Learning | ⌂   Nov. 2024 – Present
- Researching CFR-Min, an RL algorithm for finding Nash Equilibria in sequential, imperfect-information games.
- Constructed examples to solve for equilibria in Colonel Blotto games, as well as Kuhn Poker.
- Currently working on general application for sequential games, such as Risk or Poker.

NLHE Alpha-Beta Pruning | Python | NumPy | ⌂   Aug. – Dec. 2024
- Employed adversarial search to navigate and solve game tree, with alpha-beta pruning to reduce complexity.
- Applied 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.

Linux Shell | C | Data Structures | Concurrency | ⌂   Oct. 2024
- Reconstructed a fully operational Linux Shell program in C, replicating command execution, signal handling, etc.
- Implemented piping, input and output redirection, and sequential command execution using child processes.
- Created custom commands, such as source, prev, cd, help, and a verbose toggle for debugging purposes.

WORK EXPERIENCE

General Dynamics Electric Boat   Groton, CT
Software Development Co-op   Jan. 2024 – Jul. 2024
- Initiated a project to automate database accuracy, utilizing ServiceNow's REST API, resulting in reassignment and enhancing the tracking of nearly 1000 company assets.
- Automated XML transformation testing for the Software Development team using Python and Batch scripting, presenting results in easily digestible format, allowing for efficient review and reformatting.
- Developed proprietary Python library for transforming, reading, writing, and conversion of CSV and JSON files.

Defense Information Systems Agency   Fort Meade, MD
Administrative Assistant   Jun. 2023 – Sep. 2023
- Maintained and updated records and databases, ensuring data accessibility for DISA's mission.
- Obtained a secret security clearance, completing a thorough background investigation and interview process.
- Supported the effort to transfer thousands of employees to a cloud-based software suite.
- Facilitated communication within the organization between administration and colleagues.

Interests

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