

SEAN STANLEY

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EDUCATION

University of Florida, Gainesville, FL

August 2016–May 2021

- B.S. in Computer Science, minor in Electrical Engineering, 3.65 GPA with **Magna Cum Laude** honors
- Coursework includes Data Structures, Software Engineering, Human-Computer Interaction, UX Design, Computer Networks, Information and Database Systems, Digital Logic, Discrete Structures, and Engineering Research

EXPERIENCE

Software Engineer, CAE USA, Tampa, FL

June 2021–Present

- Wore multiple hats as a Developer, Tester, and Product Owner while holding **Top Secret** security clearance
- Led charge to implement **Test-Driven Development**/ ensure that all codebases reached 80% unit test coverage
- Developed bleeding-edge features for use on classified network environments
- Managed cross-team communication to ensure completion of deliverables and sprint goals
- Worked directly with end users to capture feedback and incorporate changes into features

Undergraduate Researcher, Virtual Experiences Research Group, UF

December 2020–October 2021

- Built prototype of **PPCards**, a card-based **augmented reality** learning platform for prototyping electronic circuits, meant to improve upon conventional online tutorials; see [TEI 2021](#) presentation [here](#)
 - Incorporated real-time feedback projected onto the workspace to alert users to mistakes, and provided contextual suggestions to correct errors
 - Paired **OpenCV template matching** with **Python** to facilitate computer vision image recognition
 - Designed and built projected AR interface using **Unity** and custom **3D-printed** parts
 - Used **Open Sound Control** messaging protocol to exchange messages between subsystems
- Headed up second project, blockXR, using tech from PPCards to implement a tangible version of **Google's Blockly**
 - Conducted user studies and presented showpiece at [VL/HCC](#) in October 2021

Full-Stack Developer: Gator Trader React App, UF

January 2020–May 2020

- Worked with UF faculty to develop a responsive **React** replacement for UF's Textbook Exchange web service; find codebase on GitHub [here](#)
 - Aimed to modernize look, increase responsiveness, and reduce loading times by at least 50%
 - Used **Figma** to mock up high-fidelity prototypes of modular React components and capture user feedback
 - Implemented search functionality with paging in a tabular format
 - Handled page routing with **Express** and used **Bootstrap** for styling to create a modern aesthetic
 - Made use of the **React Testing Library** to create unit tests
- Conducted a user study of undergraduate students, finding that surveyed users were 80% more satisfied with new design

PERSONAL PROJECTS

Roll for Init 5E Tabletop RPG Aide

January 2021–June 2021

- Worked on Open Gaming License-compliant alternative to sites like [D&D Beyond](#); find codebase on GitHub [here](#)
 - Designed an application with strong visual identity using Bootstrap and **Sass**
 - Includes guided character creation process and interactive gameplay for standard 5E ruleset
 - Used React with **Redux** for state management, React-Router for front-end routing, Express middleware for API routes, and Mongoose for schema
 - Optimized **REST API** calls to reduce page load times by at least 70%, deployed site available [here](#)

TBD Seartin Project

March 2024–Present

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SKILLS

- **JavaScript**: Next, React, React Context API, Redux, TypeScript, Tailwind CSS, RESTful APIs, ES6+
- **Other**: HTML/CSS/SASS, Tailwind CSS, Framer Motion, Python, C++/C#/.NET Core, Selenium WebDriver/Test Automation, Git, Figma, Agile Development, Sprint Management, User Validation Testing, Microsoft Office, Googling, Super-Advanced Stack Overflow Navigation