Sean McGovern

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PROFESSIONAL SUMMARY

Software Engineer with over 3 years of working experience and a strong background in back end technologies, looking to build meaningful projects and make a positive impact.

WORK EXPERIENCE

Full-Stack Developer 2, Crutchfield   **October 2021 – Present**
- Developing changes for the Crutchfield public website and APIs. Implementing features that undergo multiple rounds of A/B testing in order to increase web performance and conversion
- Implemented a new API to retrieve data for the website's product results page, improving web performance by 25%
- Building intranet web applications for dynamically modifying data shown on the website, as well as reporting purposes
- Rebuilt and modernized a console application for scanner equipment in order to manage inventory, resulting in 4 hours of work saved per day
- Collaborating on a cross functional agile team, and with stakeholders, to refine project implementation
- Technologies: C#, .NET, Vue.js, SQL Server, Visual Studio, Azure DevOps

Software Engineer Intern, Investure   **September 2019 – June 2021**
- Built multiple custom applications related to investment management
- Implemented Web API endpoints to view and modify data on financial transactions
- Converted UI designs and mockups into high quality code and reusable components
- Technologies: C#, .NET, React.js

Software Engineer Intern, Reonomy   **May 2019 – August 2021**
- Rebuilt a commercial real estate web application converting the frontend from Angular to React.js
- Utilized GitHub for source control and engaged in thorough code reviews
- Technologies: React.js, HTML, CSS

SKILLS

Programming Languages: C# (Proficient), JavaScript (Proficient)
Technologies: C#, .NET Framework, Vue.js, React.js, SQL

EDUCATION

Bachelor of Arts, Computer Science, University of Virginia   **May 2021**
- GPA: 3.91/4.00
- VA-NC Alliance Academic Achievement Award

PROJECTS

Pokedex (github.com/seanrmcgovern/Pokedex)
- Built a mobile application to view data from PokeAPI
- Technologies: React-Native, AsyncStorage, Firebase, iOS Native Modules, CoreData

Pinball Tracker (github.com/seanrmcgovern/Pinball-Tracker)
- Built a web application to view and enter crowdsourced pinball machine locations
- Integrated Heroku with GitHub for continuous integration and deployment
- Technologies: React.js, Redux, Django, Bootstrap