Sean Scofield

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Education

University of California, Berkeley — *Electrical Engineering and Computer Sciences* (graduated in 2016)

- 3.03 cumulative GPA. Completed coursework in:
  - CS61A (Structure and Interpretation of Computer Programs
  - CS61B (Data Structures)
  - CS61C (Computer Architecture)
  - CS162 (Operating Systems)
  - CS170 (Algorithms)
  - CS188 (Artificial Intelligence)
  - CS294 (Auto-grading)
  - EE40 (Microelectronic Circuits)
  - EE120 (Signals and Systems)
  - EE149 (Embedded Systems)
  - EE118 (Optical Engineering)

William S. Hart High School — Valedictorian, Varsity Cross Country and Lacrosse (graduated in 2012)

Experience

Ancestry.com, San Francisco, CA

Software Engineering Manager — March 2021 to April 2022

- Managed a team of 8 developers in augmenting and scaling a DNA pipeline that processes millions of customer DNA samples in the AWS Cloud each year. The pipeline calculates genetic insights for customers' ethnicities, DNA matches, etc.
- Planned team roadmap and collaborated with other stakeholders to release new genomic algorithms at key delivery dates
- Provided mentorship to other engineers, including bi-weekly check-in meetings with each member of my team

Senior Software Engineer — March 2019 to February 2021
Software Engineer — August 2016 to February 2019
Software Engineer Intern — May 2015 to August 2015

- Collaborated with DNA Scientists to test and optimize genetic algorithms for deployment in a production environment
- Utilized AWS-managed services to reduce costs and improve automation of a DNA pipeline
- Provided mentorship to interns

Advantest, San Jose, CA

Software Engineer Intern — June 2014 to August 2014

- Improved streaming of Android smartphone screen to company's QuikStress software from ⅓ fps to 10 fps (**30x speedup**). Worked with Android SDK, C#, C++, and bash scripts
- Captured data on how a phone's battery life, audio quality, and video quality are adversely affected under various stresses

UC Berkeley Computer Science Department

Javascript Developer — 2013

- Student programmer for Snap*!*, a visual programming language that runs in the browser
- Prototyped an *auto-grading* program for UC Berkeley's "CS10: The Beauty and Joy of Computing" course

Academic Intern / Lab Assistant — 2013

- Hands-on training of students on the fundamentals of computer programming in a laboratory/discussion setting

Projects

***SeaReal* iPhone App — (Swift)**

- Independently built and published an iPhone app called *SeaReal* that color corrects scuba diving photos and videos

Personal Website — (Javascript/HTML/CSS)

- My personal website, built and maintained by me, hosted for free on Github (https://seanscofield.github.io/)

Skills

Programming - Python, Java, Swift, C++, C#, Bash/Shell, Javascript, HTML, CSS, Matlab, Scheme
Software/Tools - AWS, Xcode, Android Studio, Terraform, Node.js, MySQL, MongoDB, Flask, Jenkins, Unity 3D
Other - People management, project planning