



# Sean Scofield

Experienced Software Manager & Current Master's Student in Brussels

U.S. Citizen in Belgium

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🌐 <https://seanscofield.github.io>

## Experience

### Ancestry.com, San Francisco, CA

*Software Engineering Manager* — March 2021 to April 2022

- Managed a team of 8 developers in operating a pipeline that processed millions of customer DNA samples per year. The pipeline consisted of multiple genomic algorithms to estimate customers' ethnicities, DNA matches, genetic traits, etc.
- Architected & built AWS-based software in an elastic, fault tolerant, and cost-efficient manner
- Planned team roadmap and collaborated with stakeholders to release new genomic algorithms at key delivery dates
- Responsible for people management within my team, including active support for team members' career development

*Senior Software Engineer* — March 2019 to February 2021

*Software Engineer* — August 2016 to February 2019

*Software Engineer Intern* — May 2015 to August 2015

### Advantest, San Jose, CA

*Software Engineer Intern* — June 2014 to August 2014

- Improved streaming of Android smartphone screen to company's QuikStress software from 1/3 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 affected under various stresses

### UC Berkeley Computer Science Department

*Javascript Developer* — Spring 2013 to Spring 2014

- 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

## Education

### Vrije Universiteit Brussel, 2023-Present

*Master's in Computer Science (Artificial Intelligence specialisation)*

### University of California, Berkeley, 2012-2016

*Bachelor's in Electrical Engineering & Computer Science*

## Projects

### SeaReal iPhone App — (Swift)

- Independently built an iPhone app for color correcting scuba diving photos and videos
- 4.8-star rating on U.S. App Store with 75 ratings (at time of writing)

## Skills

**Programming** - Python, Java, Swift, C#, C, JavaScript, Erlang, Clojure, OpenCL, Prolog

**Software/Tools** - AWS, Terraform, Spark, Node.js, Xcode, Android Studio, Unity 3D, Jenkins, MySQL

**Relevant Coursework:** RL, ML, Cloud Computing, Big Data, Computational Creativity, Multicore Programming, Operating Systems

**Other** - People management, Project Planning