

Sean Wallace

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<https://github.com/seanwall> | seanwall.github.io | Available: May - December 2019

EDUCATION

Northeastern University Khoury College of Computer and Information Science, Boston, MA September 2016-present
Candidate for a Bachelor of Science in Computer Science, GPA: 3.433/4.0 (expected May 2021)
Relevant Courses: Software Development, Object-Oriented Design, Algorithms & Data Structures, Game AI, Database Design
Activities: *Northeastern Men's Club Ultimate Frisbee* - President, *WRBB 104.9 FM* - Radio Host

Julia R. Masterman High School, Philadelphia, PA June 2016
GPA: 4.0/4.0

SKILLS

Languages: Java, C#, Python, MySQL, HTML, CSS, C++
Frameworks: Familiar with: React, Spring
Tools: Git, Jira, TeamCity

EXPERIENCE

NantHealth, Boston, MA July 2018-December 2018
Software Engineering Co-op

- Developed Python script used daily by development team in the generation of HTTP requests, saving developers hours on manual request composition
- Updated C# program that backs up configuration files stored in a Couchbase server to provide a more informative backup of the data
- Monitored, maintained, and updated scheduled Rundeck jobs to ensure necessary files were being backed up correctly
- Migrated Couchbase data bucket to a new cluster in order to replace deprecated server

PROJECTS

Cook Timer January 2019-Present
<https://cook-timer.herokuapp.com/>

- Developed web app to allow users to create and rename multiple stopwatches using React
- Currently expanding app to include delete, priority, and timer functionality

Service Marketplace Webapp January 2019-Present

- Collaborating in a Scrum environment with a team of 9 other students on the creation of a webapp, leveraging tools such as Git and Jira in order to continue work on the project
- Implemented REST API endpoints to manage Service configurations using Spring
- Designed and developed front-end page consuming API endpoints to display Service information using React

Frogger Reinforcement Learning AI February 2019

- Implemented Q-Learning algorithm to train an AI for the classic arcade game, Frogger, in Java
- Modified Q-Learning algorithm to utilize the Widrow-Hoff rule in order to learn more generalized state values to allow for faster, more direct learning

ACTIVITIES

Northeastern Men's Club Ultimate Frisbee, Boston, MA September 2018-present
President

- Act as liaison between the Northeastern Ultimate program and the Northeastern University Club Sports staff
- Collaborated with Treasurer in an overhaul of program dues system to address a \$10,000 fund allocation disparity across the teams
- Execute travel logistics such as booking hotels, reserving rental vans, and organizing player flights
- Collaborated with fundraising team in the planning and execution of fundraisers raising over \$5000