Sean Wallace

wallace.se@husky.neu.edu | 215-620-9206 | 1 Sachem St. Apt. 3, Boston, MA 02115
github.com/seanwall | seanwall.github.io | Availability: 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

TECHNICAL 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
- Engaged with developers using the Python script to identify additional features needed for the tool, resulting in the creation of a dry-run mode allowing users to see the generated requests before they are deployed
- Updated **C#** program that backs up configuration files stored in a Couchbase server to provide a more informative backup of the data
- Planned and executed the migration of a critical Couchbase data bucket used in development to a new cluster in order to enable the data within to be added to the scope of the existing backup utility.
- Monitored, maintained, and updated scheduled Rundeck jobs to ensure necessary files were being backed up correctly

PROJECTS

Cook Timer, Personal Project   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, CS 4500 Group Project   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 in **Java** using **Spring**
- Designed and developed front-end page consuming API endpoints to display Service information using **React**

Frogger Reinforcement Learning AI, CS 4150 Individual Project   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
- Collaborated with Treasurer in an overhaul of program dues system to address a $10,000 fund allocation disparity across the teams
- Execute travel logistics for over 100 program members including booking hotels, reserving rental vans, and organizing player flights
- Collaborated with fundraising team in the planning and execution of fundraisers raising over $5000