Philip Seger

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Objective

A challenging and fulfilling software engineering career.

Education

2013 - Present **Franklin W. Olin College of Engineering**, Needham, MA.
Class of 2017 **Candidate for BSE in Computer Engineering.** Coursework includes: Modeling and Simulation; User Oriented Collaborative Design; Software Design; Olin.js; Computer Networks; Discrete Mathematics
Recipient of 4-year, 50% Olin Merit Scholarship.

2009 - 2013 **Valley Catholic High School**, Beaverton, OR.
AP Scholar; National Honor Society.

Experience

May 2016 - August 2016 **Software Development Intern**, *Onshape*, Cambridge, MA.
As part of the Operations team, implemented client-side caching of resources for faster load times. Created a tool which checked SSL certificates for all Onshape domains. Worked with the modeling team to create metrics for new features. The final project for the summer consisted of implementing auto-generation of metric classes, which included refactoring preexisting classes. All the projects I worked on are part of the live Onshape system.

May 2015 - August 2015 **Software Development Intern**, *Intuit*, Mountain View, CA.
Developed a full-stack Apache Cassandra proof-of-concept that was deployed to multiple cloud instances using Amazon Web Services, as part of the Financial Data Services group. As part of a week-long Innovation Day, worked with a group of five to build a Failure Mode and Effects Analysis (FMEA) testing framework environment to monitor load, create faults in a system, and recover gracefully from errors.

May 2014 - August 2014 **Software Development Intern**, *IBM*, Costa Mesa, CA.
Worked in a team of five implementing Python and Java based tools to automate the installation, configuration, and testing of IBM Case Manager. Maintained and upgraded Red Hat, AIX, and Windows Server systems. Automated the use of an existing JavaScript testing suite.

November 2013 - Present **IT Technician**, *Olin College of Engineering*, Needham, MA.
Diagnose, troubleshoot, and repair technical problems on student and faculty computers. Maintain the IT systems for Olin with a small team using Track-IT software to monitor tickets. Replace motherboards, recover data from hard drives, resolve printer issues, and interface with staff and students to resolve technical issues.

Projects

Fall 2015 **funnl**, *HackMIT '15.*
Participated in HackMIT with a team of 3 others to create a news aggregator which leveraged Flask and sentiment analysis. Using APIs from Indico and Google, funnl curated news stories to create original content from multiple sources.

Spring 2015 **Tindify**, *Olin.js.*
Worked with a partner to create a web application that used Spotify APIs and Tinder-style gestures to help a user find new music from a random selection of playlists and add it to their own library.

Spring 2014 **Sentiment Based Anaylsis of a Social Network**, *Software Design.*
Created a Python program with another student which analyzed the likelihood of a successful Facebook post depending on previous posts' comments and likes.

Spring 2014 **Space Team Down**, *Software Design.*
Worked in a team of five to create a Python top-down adventure game, rendered using OpenGL, where a player needed to collect resources to assure the survival of their team. The player would encounter enemies and learn to survive until rescue came.

Skills

Java, Python, HTML, AWS (specifically EC2), Apache Cassandra, Linux (Ubuntu and Red Hat), AIX, Windows Server, MatLab, LaTeX, Track-IT, Sibelius, laser cutter.