Sean Loveland

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Education

University of California, Irvine   **Irvine, CA**
Major: B.S. Software Engineering | *GPA:* 4.0 (Major & Cumulative)   *June 2023*

Relevant Coursework: Data Management, Data Structures and Algorithms, Computer Architecture and Organization, Object Oriented Programming, Requirements Engineering, Software Design, Software Testing and QA, Boolean Algebra

Experience

Odyssey (Startup)   **Irvine, CA**
Full-Stack Software Developer   *January 2023 – Present*
- <u>Tech Stack:</u> **React Native**, **Expo**, **Typescript**, **DynamoDB**, **Amazon Web Services**, and **Git**
- Developed a mobile travel booking platform to allow Work From Anywhere workers to save time and money planning international trips by allowing them to book and manage flights, hotels, and event tickets all on one platform
- Implemented user authentication using AWS Cognito, allowing secure access to app resources and data
- Configured and managed AWS API Gateway and Lambda functions in order to automate tasks and communicate with other services, such as using AWS SES to send emails or processing payments with Stripe
- Ensured project success by adhering to Agile methodology such as participating in regular scrum meetings, sprint planning, and sprint retrospectives

Down Groups (Startup)   **Remote**
Full-Stack Software Developer   *June 2022 – November 2022*
- <u>Tech Stack:</u> **React Native**, **Expo**, **Typescript**, **Firebase**, **Google Cloud Platform,** and **Git**
- Launched social media platform on Apple's iOS App Store to fight loneliness and depression on college campuses
- Designed and engineered major systems such as Chat Messaging, Push Notifications, and Dynamic Link Invitations
- Safeguarded sensitive user data by leveraging Firebase Security Rules and Google Cloud Functions
- Established effective marketing opportunities by integrating Google Analytics to track important user trends
- Improved user experience by implementing feedback from our 200+ users through weekly updates

Projects

Fashion E-Commerce Store (https://github.com/sgloveland/mern-ecommerce)   *February 2023 – March 2023*
- Developed an e-commerce shop using **React**, **Node**, **Express**, and **MongoDB** that allows users to order clothing items
- Improved initial load times and user experience by leveraging Express' support for **server-side rendering**
- Designed **RESTful** backend server to allow for users to rate items and create orders, storing that data persistently

Tile Matching Game Engine (https://github.com/sgloveland/inf-122-tmge)   *February 2023 – March 2023*
- Implemented logic for Memory Match by designing and implementing a robust game engine using **Java** and **JavaFX**
- Improved the game engine's maintainability, scalability, and flexibility by incorporating several software design patterns such as Singleton, Factory, Template, and Null Object patterns as well as adhering to SOLID principles

Sleep Tracker PWA (https://github.com/sgloveland/sleep-tracker-pwa)   *November 2022 – December 2022*
- Designed and developed a cross platform Progressive Web App built with **Angular** and **Ionic** that allows users to track overnight sleep and their sleepiness based on the Stanford Sleepiness Scale

Skills

Languages: TypeScript, JavaScript, HTML, CSS, Python, C++, SQL, Java
Frameworks: React, React Native, Angular, Node.js, jQuery, Next.js, Express, JUnit
Database: Firebase Cloud Firestore, MongoDB, PostgreSQL, MySQL
Software & Tools: Git, GitHub, Expo, Firebase, Google Cloud Platform, Amazon Web Services