

# Sean Rapp

Undergraduate at University of Central Florida  
Computer Science B.Sc.  
Graduating May 2019  
GPA 3.5  
AP Scholar with Distinction

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## Experience

### National Aeronautics and Space Administration — Software Engineer Intern

September 2018 - May 2019

- Built robot simulation for ISRU mining rover with a small team in the Gazebo simulation environment for testing and development
- Developed a desktop application to serve as the driver station for the rover for teleoperation and telemetry display
- Assisted networking team with setting up automatic wireless connectivity for robot control systems

### Lockheed Martin — Systems Engineer Intern

May 2016 - August 2016

- Installed and configured flight simulation software and hardware, generated reports for development team
- Created and updated documentation on software configuration and test procedures
- Solved hardware compatibility issues by resolving configuration conflicts, resulting in increased testing efficiency

### Rapp & Associates — Associate Accountant

May 2015 - August 2015, May 2017 - August 2017

- Summarized brokerage account activity including sale transactions and valuation analysis
- Created trial balances for small businesses from client records and reconciled accounts from provided data

### Orlando Science Center — Volunteer Floor Demonstrator

May 2014 - August 2014

- Gave brief lessons on basic science concepts in physics, astronomy, and biology to museum guests of all ages
- Supervised activities with guests on the museum floor

## Projects

<https://github.com/shintoo>

### Sidra — Virtual Assistant (Python)

May 2018

- Implemented Semantic Information Retrieval system for knowledge base and basic reasoning
- Utilized text-to-speech and speech recognition tools for dialogue-based interaction and use of assistant functions

### Shapes — Android Action Role-Playing Game (Java)

March 2017 - April 2017

- Specified software life cycle as Project Manager, organized development team, trained members on development tools
- Designed and implemented the core world architecture and character-world interaction

### PL0 Compiler — PL0 Programming Language Compiler (C)

August 2016 - November 2016

- Implemented a Recursive Descent Parser for grammatical processing of PL0 source code
- Developed a lexicographical tool to analyze source code and correctly allow for generation of machine code

### Saturn — Interpreted Programming Language (C)

June 2015 - September 2015

- Created a minimal general-purpose programming language and developed an implementation of interpreter
- Maintained documentation on the use and extension of the language to create new features

## Skills

- Languages: Proficient with C, Java, and Python, familiar with C++, Javascript, C#, Haskell, Bash, MatLab, HTML, CSS
- Applications: Git, Valgrind, GDB, Eclipse, Android Studio, Gazebo, GIMP, Blender
- Tools: OpenCV, NumPy, SciPy, SDL, libGDX, PIL, TensorFlow, Robot Operating System (ROS), Arduino, Qt
- Operating Systems: Windows 7/8/10, Ubuntu, Debian, Arch Linux