

Sean Nealon

FULL-STACK DEVELOPER

OBJECTIVE

Creating interactive applications that inspire and drive positive change.

PORTFOLIO:

<https://signalflowsean.com/>

LOCATION:

Medford, MA 02155

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EMAIL:

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SKILLS

Front-end: React, TypeScript, Tailwind, HTML, CSS, JavaScript

Back-end: Ruby on Rails, PHP Yii, Rest APIs, MySQL, DynamoDB

Tools/Methods: AWS, Docker, Git, GitHub

AWARDS

Reality Virtually Hackathon

MIT Media Lab 10/2017

Best Use of Mixed Reality - Awarded by Microsoft for Project bARricade

Hacking Arts

MIT Media Lab 10/2018

Awarded second place for project SoundSpace. This project was featured in Hackernoon.

EXPERIENCE

Full-Stack Developer | Noteflight |

Jan 2020 – Present

Implemented code reviewed, tested features and bug fixes for a music notation website on a biweekly release schedule. Instrumental in developing features core to the product such as publishing, sharing, sitewide redesign, and play-back. Worked with the whole stack ranging from:

- Ruby on Rails rest API for key features such as publishing, and sharing
- PHP Yii rest API for MuseClass a learning management system
- JavaScript for a custom music notation editor engine
- React, TypeScript, and Tailwind to build out application frontend
- AWS cloud ecosystem such as EC2, S3, Elastic Beanstalk, DynamoDB

Full-Stack Developer | Coresecure Inc |

Nov 2019 – Jan 2020

Dynamically rendered data from custom built APIs and implemented developmental architecture such as containerizing web applications.

Front-End Developer | Coresecure Inc |

Apr 2019 – Nov 2020

Transformed designs into pixel perfect and cross-browser compatible responsive websites.

Reactive Audio Contractor | Self-Employed |

Aug 2017 – Feb 2018

Monadnock – Developed musical component for Mississippi Civil Rights installation

OTO – Developed native synths for handheld polyhedron midi instruments.

PointMotion – Developed physical and musical therapy Unity mobile application

Hatch America – Mentored elementary students in JavaScript

Associate Game Designer | Harmonix |

Aug 2016 – July 2017

Contributed as a designer on the development of DropMix, a fast-paced music mixing game. Responsible for game balance, bug tracking, and play testing.

Mobile Software Engineer Intern | Qleek |

Mar 2016 – Jun 2016

Responsible for integrating third-party REST APIs (Spotify, Instagram, Deezer) into the Qleek environment. Developed unit tests for the Qleek Software using Android Studio and Java.

EDUCATION

Engineering Immersion Program

Thinkful | 2018-2019

B.A. in Music Production and Technology with a Concentration in Jazz Trumpet

Hartt School of Music | 2010-2015