SEAN NEALON: FULL-STACK WEB DEVELOPER

Somerville, MA

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Portfolio | LinkedIn | Github

SKILLS

Front-End: HTML, CSS, JavaScript ES6, jQuery, React, Redux, Sass, Less, Handlebars, Knockout
Back-End: Node, MongoDB, Express, Rest APIs, MySQL
Tools/Methods: Git / GitHub, Docker, Mocha, Chai, & Cypress testing, mobile development, responsive design
Other Technologies: Max MSP, Ableton Live, Unity 3D, C#, Pro Tools

PROJECTS

Call Meter: Automates the tedious task of tracking billable time on the phone by creating invoices for clients. Automatically tracks minutes spent on the phone using the Twilio API and programmatically generating invoices unique to each client. GitHub YouTube
Tech Stack: *Twilio, Passport, React, Mongo, Node, Express, React, Redux, NodeMailer*

Spine Saver: Uses the webcam and TensorFlow to predict a user's skeleton position. Extrapolates that position into a slouching metric that alerts user to poor or good posture. GitHub YouTube
Tech Stack: *TensorFlow, PoseNet, Passport, React, Mongo, Node, Express, React, Redux*

EXPERIENCE

Coresecure Inc.   04/2019 – Present
    Full Stack Developer — 11/2019 – Present**:**
        Dynamically renders data from custom built APIs and assists in architecture implementation such as containerizing web applications.
    Front End Stack Developer — 04/2019 – 11/2019**:**
        Transforms designs into pixel perfect and cross-browser compatible responsive websites.

Quality Assurer - Demiurge Studios | Boston, MA   02/2018 – 08/2018
- Responsible for ensuring the quality of Marvel Puzzle Quest: a mobile match three role-playing game.

Reactive Audio Contractor | Boston, MA   08/2016 – 06/2017
  Modnanock - Contributed to an installation using Ableton Live for the Mississippi Civil Rights Museum.
  OTO - Developed native synths for handheld polyhedron midi instruments.
  PointMotion - Contributed to the Unity mobile application: a tool for physical and musical therapy.
  NuVu - Co-taught a studio titled HyperAccess for high schoolers on interactive art installations related to accessibility.
  Hatch America - Mentored elementary students in JavaScript and mentored coaches to teach students effectively.

Associate Game Designer - Harmonix | Boston, MA   08/2016 – 06/2017
- Contributed as a designer and QA on the development of DropMix: a fast-paced music mixing game.

Intern - Qleek | Boston, MA   03/2016 – 06/2016
- Responsible for integrating third-party REST APIs (Spotify, Instagram, Deezer) into the Qleek environment.

Intern - CCRMA at Stanford University | Palo Alto, CA   03/2014 – 06/2014
- Assisted undergraduates in their musical effect projects and developed software for music creation using gesture control using Max MSP and the Kinect.

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.

EDUCATION

Thinkful | Engineering Immersion Web Development Program   09/2018 - 02/2019
Learned industry best practices and practical software development standards with a focus on HTML5, CSS3, JavaScript, jQuery, Node.js, React, Redux, and algorithms and data structures.

Hartt School of Music | B.A. in Music Production and Technology with a Concentration in Jazz Trumpet   2010 – 2015