Sean Towne

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github.com/townesean (personal)

Objective

Recent Computer Science graduate seeking opportunities as software engineer or data analyst. Bringing to the table an analytical and quantitative approach to problem solving. Offering proficient knowledge of high demand programming languages and deep understanding of computer science fundamentals. Highly personable with excellent communication skills. Dedicated to growing and learning as an engineer/developer.

Skills & Technologies

Web development | Software Engineering | Data Analysis | Machine Learning | Mathematical Literacy | JavaScript | Java | Python | C++ | C# | SQL | HTML | CSS | Bootstrap | JQuery | React | Node.js | Flask | SKLearn | Tensorflow | MATLAB | Linux | Bash Scripting | Google Docs, Slides, Sheets etc.

Education

Bachelor of Science in Computer Science - *Dec. 2020*
California State University - Monterey Bay

- Dean's List for excellent academic performance.
- Dual Concentrations; Software Engineering & Data Science.

Associate of Arts in Economics - *Dec. 2019*
Monterey Peninsula College

- Dean's Highest Honors.
- Employed by school as a STEM tutor.

Associate of Science in Computer Science - *Dec. 2019*
Santiago Canyon College

- Employed by school as a STEM tutor.

Work Experience

Contributor to STOQS Project - MBARI - *Aug. 2020 - Dec. 2020*
Capstone - CSU Monterey Bay

- Advanced the problem of converting Bathymetric data of the Monterey Bay to the latest 3D rendering format on the open source STOQS project.
- Succeeded in automating the conversion of gridded map (bathymetric) data to a graphics friendly OBJ format.
- Used mapping and graphics tools such as the Generic Mapping Tools library and Meshlab.

7+ Years Customer Service Experience *- June 2011 - Present*
Various industries

- Employed or enrolled in full time school continuously since graduating highschool in 2011.
- All experience is customer/client facing.
- Excellent customer service, communication, and interpersonal skills.

Interests

- Physics and Physics Simulations
  - Coded simulation of motion of masses in orbit with Newton's laws
  - Coded simulation of motion of charged particles with Coulomb's law
- Interactive software
  - Working on a Conway's Game of Life implementation that goes beyond the traditionally simple scope.

Notable Projects

Instagram-Like Web App

- Built with Node.js, Express, SQL, EJS, HTML, CSS, Bootstrap, JQuery, JavaScript.
- Social media inspired user content website.
- Supports multiple users, content generation and deletion.
- Hosted on Heroku and ClearDB.

The Mandelbrot Set

- Desktop App built in Java and Swing using MVC principles.
- Offers the user an interactive experience of this mathematical fractal pattern.
- Utilizes a multithreaded solution to this computationally expensive process.
- Supports arbitrary number of threads.

Relevant Coursework

Software Engineering - CSU Monterey Bay

- Android and web applications on Agile teams using Scrum.
- Utilized unit testing libraries to grow projects with confidence.
- Utilized third party APIs to add functionality to existing applications.

Internet Programing - CSU Monterey Bay

- Built full stack web applications using HTML, Node.js, Python, CSS, SQL, JavaScript, Bootstrap, etc.
- Used EJS templating to make reusable, simple, and dynamic web pages.
- Designed database schemas and used them for data storage and retrieval.

Database Systems - CSU Monterey Bay

- Designed and implemented database schema with SQLs DDL.
- Utilized joining and filtering to analyze large data sets and gain valuable insights.

References

Hatem Abdine
Regional Manager - Navarre Corporation
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Federico Rubino
Research Project Assistant - CSU Monterey Bay
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Dr. Glenn Bruns
Computer Science Faculty - CSU Monterey Bay
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