SEAN LYONS

Senior Full Stack Engineer | Unity Expert

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📍 Montreal, Quebec

EXPERIENCE

Senior Software Engineer | Team Lead

Quality IT

📅 06/2021 - Present   📍 Montreal, Quebec

- **Research and introduce innovative technologies** to ensure technical stack is keeping up with modern standards
- Led FullStack team to create web based **peer-to-peer lending platform** using SpringBoot, Socket.IO, OAuth, React.js, TailwindCSS
- Designed and developed a **serverless architecture** using AWS services such as API Gateway, Lambda, DynamoDB, S3, resulting in reduction of infrastructure costs and increase in application performance
- **Collaborate** closely with **Product, Growth, UX, and QA teams** to ensure smooth execution of complex deliverables
- **Mentored junior developers**, fostering professional growth and enhancing team productivity
- **Plan, organize and prioritize** technical projects

Software Engineer

Thoughtworks

📅 06/2019 - 06/2021   📍 Chicago, Illinois

- Successfully integrated **third-party services** for payment processing, email integration, social media integration and analytics
- Applied and monitored **SEO strategies** to ensure website and hot sites could reach their main target audience on SERPs
- **Translated design into responsive and optimized code** to support major browsers and mobile devices
- **Platform selection, technical design, and architecture** to build scalable single-page applications using React, Redux; REST APIs services using NodeJS; Mobile applications with React Native
- Followed **agile methodology** and produced clear deliverables for each sprint

Unity Developer

Playmind

📅 11/2015 - 05/2019   📍 Montreal, Quebec

- Take part in development of a **3D psychological horror game** that garnered a user base of 20,000 within the first three months of launch
- **Spearheaded the migration** of existing game titles **to Unity 5**, resulting in improved FPS and reduced load times
- **Implemented a new AI navigation system** that improved in-game NPC behaviors, thereby enhancing the overall user experience
- **Introduced a custom shader library** for Unity, enhancing the visual fidelity for all the studio's game objects
- **Conducted rigorous game testing**, identifying and resolving over 100 critical bugs prior to the beta release

Web Developer

Genatec

📅 09/2012 - 11/2015   📍 Toronto, Ontario

- As an early adopter, spearheaded **SPA development**, delivering clean and cross-browser-compatible front-end web applications using **React.js** and **AngularJS**
- Developed Ecommerce and CRM systems with **Drupal, WordPress** and followed Pixel Perfect design and implementation
- **Translated Figma and Adobe designs** to pixel-perfect, fully responsive pages utilizing **Bootstrap and SCSS**
- Conducted **e2e testing & unit testing** to ensure performance, quality and responsiveness of applications

SUMMARY

Innovative web developer and 3D game designer with a 12+ year track record. Specializes in pushing the boundaries of technology to create cutting-edge websites and captivating gaming experiences. Committed to continuous learning and armed with a Master's degree. Outside of work, channels creativity through exceptional drawing skills and enjoys the thrill of playing baseball. Ready to leave a lasting impact in the dynamic realms of technology and design.

SKILLS

Front End Development

Back End Development   Cloud Platform

Agile Methodology   VR/AR Development

Mobile Game Development

Time Management   Problem Solving

EDUCATION

Master of Science in Computer Science

Ontario Tech University

📅 09/2010 - 09/2012   📍 Oshawa, Ontario

Bachelor of Science in Computer Science

University of Toronto

📅 09/2006 - 09/2010   📍 Toronto, Ontario

STRENGTHS

💎 **Code Mastery**
Able to craft digital magic with expertise in web and mobile development

💡 **Innovative Technology Use**
Enthusiastic about using technology for innovation and bringing a 'get-it-done' spirit

🎓 **Professional Background**
Professional engineering background with a Master of Science (MSc) in Computer Science

👥 **Team Leadership**
Improved productivity by mentoring developers, leading to increased professional growth