Sean Mack

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Objective:	To apply multi-disciplinary knowledge in Full-Stack Application Development to a Mid-Level Software Engineer position to develop efficient and scalable applications, pursue lofty ideas, and turn opportunity to reality

Education: *Rochester Institute of Technology (RIT)*, Rochester, NY   Graduated May 2020
Bachelor of Science in Game Design & Development, Minor in History   GPA: 3.3

Skills: *Programming Languages*: Java, Gosu, C#, C++, Spring, JavaScript, YAML, SQL
Web Technologies: Github, Git, Jira, Bitbucket, Gitlab, AWS, Confluence, HTML, CSS, Vue.js, Perforce
Software: Visual Studio, IntelliJ, SourceTree, Node.js, ReadyAPI, Postman, Maya, Photoshop, Unity
Certifications: Oracle Java 8, Guidewire InsuranceSuite 10.0 Analyst , Excel, PowerPoint, Word

Experience: *Capgemini*   June 2021 - Present
Senior Software Engineer   New York, NY
- Upskilled in various software development technologies by engaging in instructor-led trainings for Java, Spring, and HTML/CSS
- Obtained Java 8 Certification and Guidewire InsuranceSuite Analyst certification
- Worked with a Fortune 500 insurance company to redesign their backend managing business rules on live policies in Gosu, significantly improving the agent experience and backend performance times
  - Adhered to Agile best practices by attending daily standups, Jira backlog sizings, and bi-weekly sprints with detailed demos for product owners
  - Performed DevOps work maintaining older projects by updating their dependencies with Node.js, patching critical security vulnerabilities, and deploying changes to production through Gitlab pipelines
  - Gained hands-on experience troubleshooting projects deploying to AWS Cloud Formations and monitoring logs in Datadog, Dynatrace, and Cloudwatch
  - Worked daily with senior engineers and across teams to identify priority stories for upcoming sprints, reduce tech debt by implementing company coding standards, and maintaining extensive documentation throughout the SDLC on Confluence

Target   June 2018 – August 2018
Software Engineer Intern   Minneapolis, MN
- Built a middleware REST API in a team of four interns to communicate with various services in automating software deployment tests to digital store environments
- Identified critical tasks for completion in weekly scrums with mob and pair programming as part of an agile development process
- Quickly adapted to Go and IntelliJ to develop an alert service that pinged developers on Slack and Go Alert with important information whenever tests were initiated and completed

Projects: *Search Engine API*, Academic Project   November 2018 – December 2018
- Developed a search engine SPA that utilizes the YouTube and Movie DB external API's to provide the end user a synopsis, critic reviews, and video trailers for movies and TV shows
- Manipulated JSON responses using JavaScript to store information from layered data objects
- Utilized Vue.js, HTML, and CSS to format media information and create a visually pleasing user experience

The Libyrinth, Academic Project   October 2017 – December 2019
- A first-person stealth game developed as a team class project that won 2nd place in the RIT Imagine Cup game jam competition
- Drafted gameplay design concepts in phases of experimentation, player testing and feedback, and final implementation and debugging
- Engineered a conditional audio system using object-oriented design in Unity C# to adjust background music based on player interactions with the game world
- Produced sound effects from scratch and tuned them in Audacity for an immersive experience
- Participated in weekly code reviews while maintaining code initially on Github, and now Perforce