

# SEAN STANLEY

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## EDUCATION

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**University of Florida**, Gainesville, FL

August 2016–May 2021

- B.S. in Computer Science, minor in Electrical Engineering, 3.65 GPA with **Magna Cum Laude** honors
- Coursework includes Data Structures, Software Engineering, Human-Computer Interaction, UX Design, Computer Networks, Information and Database Systems, Digital Logic, Discrete Structures, and Engineering Research

## EXPERIENCE

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**Software Engineer, CAE USA**, Tampa, FL

June 2021–Present

- Wore multiple hats as a Developer, Tester, and Product Owner while holding **Top Secret** security clearance
- Led charge to implement **Test-Driven Development**/ ensure that all codebases reached 80% unit test coverage
- Developed bleeding-edge features for use on classified network environments
- Managed cross-team communication to ensure completion of deliverables and sprint goals
- Worked directly with end users to capture feedback and incorporate changes into features

**Undergraduate Researcher, Virtual Experiences Research Group, UF**

December 2020–October 2021

- Built prototype of **PPCards**, a card-based **augmented reality** learning platform for prototyping electronic circuits, meant to improve upon conventional online tutorials; see the **TEI 2021** presentation [here](#), and paper [here](#)
  - Incorporated real-time feedback projected onto the workspace to alert users to mistakes, and provided contextual suggestions to correct errors
  - Paired **OpenCV template matching** with **Python** to facilitate computer vision image recognition
  - Designed and built projected AR interface using **Unity** and custom **3D-printed** parts
  - Used **Open Sound Control** messaging protocol to exchange messages between subsystems
- Headed up second project, blockXR, using tech from PPCards to implement a tangible version of **Google's Blockly**
  - Conducted user studies and presented showpiece at **VL/HCC** in October 2021; see the paper [here](#)

**Full-Stack Developer: Gator Trader React App, UF**

January 2020–May 2020

- Worked with UF faculty to develop a responsive **React** replacement for UF's Textbook Exchange web service; find codebase on GitHub [here](#)
  - Aimed to modernize look, increase responsiveness, and reduce loading times by at least 50%
  - Used **Figma** to mock up high-fidelity prototypes of modular React components and capture user feedback
  - Implemented search functionality with paging in a tabular format
  - Handled page routing with **Express** and used **Bootstrap** and **MUI** for styling to create a modern aesthetic
  - Made use of the **React Testing Library** to create unit tests
- Conducted a user study of undergraduate students, finding that surveyed users were 80% more satisfied with new design

## PERSONAL PROJECTS

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**Roll for Init 5E Tabletop RPG Aide**

January 2021–June 2021

- Worked on Open Gaming License-compliant alternative to sites like **D&D Beyond**; find codebase on GitHub [here](#)
  - Designed an application with strong visual identity using Bootstrap and **Sass**
  - Includes guided character creation process and interactive gameplay for standard 5E ruleset
  - Used React with **Redux** for state management, React-Router for front-end routing, Express middleware for API routes, and Mongoose for schema
  - Optimized **REST API** calls to reduce page load times by at least 70%, deployed site available [here](#)

**TBD Sartin Project**

March 2024–Present

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## SKILLS

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- **JavaScript**: Next, React, React Context API, Redux, TypeScript, Tailwind CSS, RESTful APIs, ES6+
- **Other**: HTML/CSS/SASS, Tailwind CSS, Framer Motion, Python, C++/C#/.NET Core, Selenium WebDriver/Test Automation, Git, Figma, Agile Development, Sprint Management, User Validation Testing, Microsoft Office, Googling, Super-Advanced Stack Overflow Navigation