

Sean Stanley

Frontend developer with Top Secret security clearance and a focus on designing responsive and accessible interfaces

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Relevant Experience

Software Engineer · **CAE USA** June 2021 — Present

- Develop reliable cross-platform features for clients using technologies like **React**, **JavaScript/TypeScript**, **HTML/CSS**, **Java**, and **.NET** for deployment on classified network environments
- Wear multiple hats as a Developer, Tester, and Product Owner
- Manage communication between cross-functional teams to maintain velocity and ensure timely completion of our agile sprint deliverables
- Responsible for demoing completed features to multiple user groups and capturing feedback to incorporate into future features
- Own the contract data requirements lists (CRDLs) and ensure they keep up to date with evolving contract and user needs
- Create unit tests for .NET API using **xUnit.net** to maintain coverage and ensure compliance with contract automated testing requirements
- Streamline frontend testing through implementation of automated cross-browser testing using **Selenium WebDriver**

Undergraduate Researcher · **UF VERG Lab** 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](#)
- Spearheaded second project, [blockXR](#), using tech from PPCards to implement a tangible version of **Google's Blockly**
- Conducted user studies showing that users were 70% more satisfied with our interface over traditional methods, and presented a showpiece at [VL/HCC](#) in October 2021

Projects

Brewd – A Social Coffee Experience

- Building Brewd, a responsive coffee-rating **Next.js** webapp that helps users share their coffee experiences, inspired by Letterboxd, Untappd, and Backlogg'd
- Created an [interactive prototype](#) using **Figma**
- Designed backend services and database schema using **Postgres** and **Drizzle ORM** + utilizing **Google's Places API** for location data
- Utilizing **Headless UI/Radix UI** to design accessible, reusable, and keyboard-navigable UI components

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- Combined **React Context API**, **Tailwind CSS**, and **Framer Motion** to implement scroll-triggered animations and a dark mode
- Focused on accessibility, using **axe DevTools** and **WCAG 2.1** to verify adherence to industry standards

Roll for Init – 5E Tabletop RPG Aide

- Designed a [high-fidelity prototype](#) of an Open Gaming License-compliant alternative to D&D Beyond using **Adobe XD**
- Utilized **React Redux** to manage global state for character status
- Optimized **REST API** calls with caching to reduce page load times on refresh by at least 70%

Skills

Programming Languages

JavaScript (ES6+), TypeScript, HTML5, CSS/SCSS/Sass, Java, C#, Python

Web Frameworks & Libraries

React, Next.js, React Context API, Redux, REST APIs, Tailwind CSS, Headless Components à la Radix UI, Framer Motion, Accessible Design w/ axe DevTools/WCAG 2.1 guidelines, ESLint + Prettier, clsx + twMerge

Platforms & Tools

Git/GitHub, Jira/Confluence, Vercel, Figma, ORMs, Microsoft Office, Super-Advanced Stack Overflow Navigation

Publications

BlockXR: A Novel Tangible Block-Based Programming Platform

October 2021 – *IEEE*
[doi:10.1109/VL/HCC51201.2021.9576344](https://doi.org/10.1109/VL/HCC51201.2021.9576344)

PPCards: Toward Enhancing Electronic Prototyping with Editions of a Card-based Platform

February 2021 – *ACM*
[doi:10.1145/3430524.3440643](https://doi.org/10.1145/3430524.3440643)

Education

University of Florida

- BS in Computer Science w/ minor in Electrical Engineering
- 3.65 GPA w/ Magna Cum Laude honors

Interests

Old BMWs, movies (ask me about *Speed Racer*), video games, anime, the 1996 Summer Olympic Games in Atlanta, comic books, vinyl, vintage stores, repairing old MacBooks, whiskey, goofy failed video formats like LaserDisc