

Sean White

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EDUCATION

Montana State University

Bozeman, MT

Bachelor of Science in Computer Science, Mathematics Minor

Expected Graduation: May 2018

Extracurricular Activities:

Association for Computing Machinery (President)
Pi Kappa Alpha Fraternity (Philanthropy Chairman, Vice President)
Code|24 Hackathon (Participant)
ACM Local Programming Competition (Participant)
F.I.R.S.T. Children's Robotics Competition Volunteer Judge
Hour of Code Children's Volunteer Code Instructor

Relevant Coursework: Java, C, Data Structures & Algorithms, Software Engineering, Computer Security, CS Theory, Technical Writing

WORK EXPERIENCE

Summer Technology Intern – Application Engineer

6300 Hwy 55 Minneapolis, MN

UnitedHealth Group – OptumRx – 06/2017 to 09/2017

Worked with team on large intern project under guidance of senior developers and a mentor using Java and Mongo Hadoop

Software Engineering Intern

2504 W Main St Bozeman, MT

Computers Unlimited – 05/2016 to 05/2017

Worked alone and with a team to design, build, and test new software under the guidance of a mentor using C#, SQL, and Synergy DBL

Freelance Web Designer/Developer

Self Employed – 06/2014 to 12/2016

Built, managed, and maintained websites for businesses and individuals using HTML, CSS, PHP, SQL, and JavaScript

TOOLS & TECHNOLOGY

Languages: Java, C#, Python, C/C++, HTML, CSS, JavaScript, PHP, SQL

Tools/Frameworks: AngularJS, ReSharper, Moq, NUnit/JUnit, ASP.NET, Microsoft Server Management Studio, NetBeans, Eclipse, Unity, Laravel, Mongo Hadoop

PROJECTS

Fridge Bridge

Web application created for Code|24 Hackathon in Spring 2016. Tracked fridge contents and offered recipe suggestions based on available ingredients and push notifications for expired and soon-to-expire foods. Built using HTML, CSS, JavaScript/jQuery, Laravel PHP framework, and MySQL.

Drop

Unity game created for Code|24 Hackathon in Fall 2016. Involved avoiding falling through series of procedurally generated slices in cylinders that constantly grow out towards edges of screen. Headed UI development using C#.