

Sean Nealon

FULL STACK DEVELOPER

OBJECTIVE

I love to create interactive applications that inspire and help people learn.

PORTFOLIO

<https://signalflowsean.com/>

PHONE

(802) 505-5503

EMAIL

signalflowsean@gmail.com

SKILLS

Front-end: HTML, CSS, JavaScript, React, TypeScript, Tailwind

Back-end: Ruby on Rails, Node, Rest Apis, MySql, PHP

Tools/Methods: Git / GitHub, Docker, AWS

AWARDS

Reality Virtually Hackathon

MIT Media Lab 10/2017

Best Use of Mixed Reality - Awarded by Microsoft for Project bARricade

Hacking Arts

MIT Media Lab 10/2018

Awarded second place for project SoundSpace. This project was featured in Hackernoon.

EXPERIENCE

JAN 2020 - PRESENT

Full Stack Developer | [Noteflight](#) | Somerville, MA

Implemented code reviewed, unit tested features and bug fixes for a music notation website. Worked with the whole stack ranging from:

- Ruby on Rails Rest API
- 1 Year of PHP Yii used to build a learning management system backend
- Home rolled JavaScript music notation editor engine
- Application frontend with React, TypeScript, and Tailwind
- AWS cloud ecosystem such as EC2, S3, Elastic Beanstalk, DynamoDB

APRIL 2019 - DECEMBER 2019

Full Stack Developer | [Coresecure Inc](#) | Cambridge, MA

Dynamically rendered data from custom built APIs and implemented developmental architecture such as containerizing web applications.

Front-end Developer | [Coresecure Inc](#) | Cambridge, MA

Transformed designs into pixel perfect and cross-browser compatible responsive websites.

FEBRUARY 2018 - AUGUST 2018

Quality Assurer | [Demiurge](#) | Cambridge, MA

Ensured the quality of Marvel Puzzle Quest: a match three role-playing game.

AUGUST 2017 - FEBRUARY 2018

Reactive Audio Contractor | Boston, MA

Monadnock - Developed musical component for Mississippi Civil Rights installation
OTO - Developed native synths for handheld polyhedron midi instruments.
PointMotion - Developed physical and musical therapy Unity mobile application
Hatch America - Mentored elementary students in JavaScript

AUGUST 2016 - JULY 2017

Associate Game Designer | [Harmonix](#) | Boston, MA

Contributed as a designer on the development of DropMix, a fast-paced music mixing game. Responsible for game balance, bug tracking, and play testing.

MARCH 2016 - JUNE 2016

Mobile Software Engineer Intern | [Qleek](#) | Boston, MA

Responsible for integrating third-party REST APIs (Spotify, Instagram, Deezer) into the Qleek environment. Developed unit tests for the Qleek Software using Android Studio and Java.

EDUCATION

Engineering Immersion Program

[Thinkful](#) | 2018-2019

B.A. in Music Production and Technology with a Concentration in Jazz Trumpet
[Hartt School of Music](#) | 2010-2015