Sean Slaughter

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Skills

Cloud Amazon Web Services, Soap and RESTful APIs Tools Atlassian Jira & Confluence, GIT, ServiceNow **Languages** Java, C, C++, C#, HTML/CSS, JavaScript, PHP

Frameworks React.JS, JOuery, Node.js **Soft Skills** Agile Workflow, Team Management, Conflict, Mediation, Project Planning

Experience

Ally Financial Bank (Charlotte, NC)

2023 - 2024

Intern Software Developer

Intern Software Developer (May 2024 – August 2024)

- Managed a MySQL database and integrated internal authentication services for secure user access control.
- Deployed Java-Based batch processing services to safely manipulate sensitive data efficiently, reliably.
- Leveraged company-specific AI tools and participated in an internal hack-a-thon planning commitee.
- Volunteered with local non-profits in gardening and clothing recycling. Intern Software Developer (May 2023 - August 2023)
- Developed Java-based tools and integrated AWS, Hibernate, Terraform, and REST/SOAP APIs to streamline data exchange and provisioning.
- Operated in an **Agile** environment, contributing to sprints, stand-ups, and retrospectives for timely deliveries.
- Diagnosed issues, designed scalable microservices, and refined system architecture for performance and maintainability.
- Volunteered with a Charlotte-based STEM center to set up LEGO© engineering kits for local schools.

Clemson Home (Clemson, SC)

2021 - 2023

Residential Community Roles and Area Desk Assistant

Residential Community Leader (Aug 2023 - Dec 2023) (previously Residential Community Mentor)

- Managed scheduling, planned events, and promoted educational growth for 50+ residents, fostering an inclusive environment
- Resolved staff and student conflicts in collaboration with local law enforcement and behavioral specialists. Residential Area Desk Assistant (Jan 2021 - Dec 2023)
- Oversaw facility access and fielded resident inquiries via phone support.
- Refined the Desk Assistant role to better serve community needs.

Other Experiences

Publix (Deli Clerk) McDonald's (Shift Manager)

Dec 2023 - Present May 2018 - Jan 2021

Education

Clemson University, Clemson, SC

B.S. in Computer Science

Relevant Coursework:

3D Computer Graphics, Operating Systems, Eye Tracking Methodology, Game Design Methodology, Discrete Structures and Algorithms, Software Engineering Practicum

Certifications:

Java Web Services & RestAPI, Introductory Terraform for AWS, Java Test-Driven Development, CITI Human Subjects Protections (At Clemson)

Projects

Driving Rewards Web App

Team Project

(Aug 2024 - Dec 2024)

Languages: JavaScript, HTML, CSS,

MySOL

Technologies: React.js, AWS, eBay

API, Git

Description: Web platform for organizations to award users points for eBay items. Implemented AWS-backed authentication, secure ordering, and scalable infrastructure.

Eye Tracking Research — Cute vs Creepy

Solo Project

(Aug 2024 - Dec 2024)

Languages: Python

Technologies: PsychoPy, Git **Description:** Conducted an eye-tracking experiment to assess emotional responses to generated images, analyzing gaze patterns to

measure "cute" vs. "creepy."

Magical Gardening Game

Team Proiect

(Aug 2024 - Dec 2024)

Languages: C#

Technologies: Unity, Git

Description: Created a 2D, cozy, high-fantasy, garden-themed game. Implemented core gameplay in C#, integrated assets in Unity, and collaborated on art, music, and story.

Other Projects

Microservice Migration (Java 2023) — Mortgage Acceptance Calculator (C 2021)

Batch Processing Service (Java/MySql 2024) — Connect X (Java 2022)