Sean Otto

Software Engineer **|** Driving data-driven solutions and operational efficiencies

Skills

- Programming Languages: TypeScript, Python, C++, C#, SPL, VBA
- Frameworks & Tools: React, SDL2, NodeJS, SQLite, Pandas, Git
- Platforms & Processes: Power BI, Bash, PowerShell, Splunk, Agile development, Data analysis & visualization

Professional Experience

Internet, Intelligence and Investigation Officer

HM Revenue and Customs
June 2024 – Present

- Created and utilized Splunk searches and dashboards to investigate tax records for individuals and corporate entities, improving case team response time by 30% whilst maintaining strict audit logging.
- Designed VBA scripts and tools for data transformation and aggregation within Excel in order to streamline tedious and repetitive processes throughout the team, reducing the time it takes for tasks from 10 minutes to 1 minute.
- Wrote documentation detailing various complicated procedures and processes towards members of the team, in order to streamline efficiency gains.

NHS Efficiency and System Insight Advisor

Department of Health and Social Care
March 2024 – June 2024

- Delivered clear, actionable insights from NHS datasets using Python and Pandas, streamlining ministerial reporting workflows
- Automated internal processes with SQLite and Power BI, optimizing team-wide data collection and visualization workflows.
- Spearheaded the further development and deployment of a directorate-wide "Wellbeing Survey," enhancing employee engagement and feedback loops.

First Line Technical Support

Nexudus
June 2023 – February 2024

- Developed and delivered production-ready, unit-tested front-end code solutions for enterprise clients (Meta, Vios), ensuring scalability and reliability.
- Collaborated cross-functionally with implementation and training teams to address client challenges effectively.

- Standardized company-wide coding practices and documentation for enhanced maintainability and collaboration.

Education
BSc (Hons) Computer Science for Games (2:1)
September 2020 – June 2023

A-Levels: Mathematics (A), Chemistry (B), Physics (B)
September 2016 – June 2018

Selected Projects
-Personal Website, uses name so cannot add url.: Portfolio showcasing React and Gatsby expertise, featuring fully interactive components and TypeScript integration.
- Diece: Python-based turn-based combat game using the Ren'Py engine, integrating animations and custom scripting.
- Minotaurus: Roguelike game featuring procedurally generated dungeons, developed with Phaser.js.

Awards & Recognition
- Winner: TargetJobs Front-End National Coding Challenge 2023
- Top 10 Finalist: TargetJobs Software Engineering Undergraduate of the Year 2023