

Sean Otto

Front-end software engineer focused on building unique experiences

(44) 7376887321
seanotto29@gmail.com
github.com/seanj29
linkedin.com/in/sean-otto-48936926a/
seanj29.itch.io/

Relevant Experience

Technical Support Engineer, **Nexodus** June 2023 - present

- Constructed and altered high-quality, unit-tested production code for a diverse array of projects for various clients including Vios Coworking, Meta and Impact Hub.
- Collaborated with Implementation and Training teams to ensure client needs were responded to quickly and efficiently.
- Lead the creation of company-wide coding and documentation standards.
- Contribution extensively to reducing the total downtime of the service, and any potential effect this has on customers.

Lead Code Teacher, **Code Camp LTD** February 2023 - June 2023

- Developed and styled lesson plans using Figma for design and vscode to write out contents, in order to fully explain and showcase programming fundamentals to students.
- Published Javascript games to better teach students Web development concepts and algorithms.
- Increased the level of student satisfaction, and developed further on the business's original Codebase

Awards

TargetJobs Software Engineering Undergraduate of the Year 2023 Top 10 Finalist:
undergraduateoftheyear.com/software-engineering

TargetJobs Front-End National Coding Challenge 2023 winner.

targetjobs.co.uk/national-coding-challenge

Interests

Game design, web accessibility, fantasy novels, board games, weightlifting, cooking.

Skills

Programming Languages

JavaScript, TypeScript, HTML, CSS, C++, Python, C#, SQL

Libraries and Frameworks

React, Next.js, Gatsby, JQuery, Phaser, SDL2, SQLite, Renpy

Tools and Platforms

Git, Github, Node, Figma, Bash, cmd,

Selected Projects

Trade Checker

C# program that monitors a specific directory for a Trades.csv file, constructs an SQLite database from the info within said file.

Diece

Turn based combat video game, made in Python using the Renpy game engine. Fully animated using Renpy and user created scripts.

Minotaurus

Roguelike game created using Phaser with procedurally generated dungeons and enemies.

Education

University of Brighton

September 2020 - June 2023
Bachelor of Science in Computer Science for Games - 2:1

Lancaster Royal Grammar

September 2016 - June 2018
Maths - A, Chemistry - B, Physics - B

The Knowledge Academy

June 2022 - September 2022
Agile PM Practitioner passed