

Seth Tal

Aspiring Software Engineer

Eugene, OR, 97401, UNITED STATES

Details

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Objective

Looking to work as a part of team of talented and passionate individuals. Willing to contribute both collaboratively as well as individually to solve complex problems that both challenge and empower me to grow both professionally and personally.

Education

Bachelor of Science in Computer and Information Science

University of Oregon, Eugene, OR, Sept 2021

- Experience leading small teams to meet deadlines through excellent communication skills.
- Mentored students outside of class hours on various programming related assignments

Experience

~ More Available on GitHub

2021

Full Stack Developer on "Inquire", Eugene, OR

[Freelance](#) / Jan 2021 – present / [ReactJS](#), [Flask](#), [MongoDB](#), [Git](#), [JIRA](#)

Leading small team to develop webapp using FReMP stack utilizing agile methods. Designed and implemented frontend components, and coordinated team members using SCRUM-like development sprints. Project is open source.

- Architected modular React components to allow for more scalability with future revisions and features, as well as a more user friendly design.
- Coordinated with backend engineer to incorporate backend communication into the frontend client.
- Contributed to designing the object model of our MongoDB data, as well as setup backend resources to fetch data from MongoDB.

Course: Computer Graphics, University of Oregon, Eugene, OR

[Graphics Engineer](#) / Mar 2021 – Jun 2021 / [C++](#), [Git](#), [Linux](#) (Ubuntu WSL for CMake with VTK)

A software-based computer graphics system that renders imagery via rasterization, including phong shading, hidden surface remove, and arbitrary camera positions.

- Adapted to strict project deadlines by modularizing my codebase which helped identify and debug complex problems.
- Improved ability to rapidly acquire new software skills and to learn new technologies.
- Exercised thoughtful adherence to project specifications and programming standards.

Course: Software and Network Security, University of Oregon, Eugene, OR

[Software Engineer](#) / Jan 2021 – March 2021 / [C#](#), [.NET](#), [Git](#)

Term long project developing dark web crawler to scrape data from the Tor network for analysis using open-source libraries in C#. Project is open source.

- Modularized Crawler architecture using Object Oriented Design structure to produce scalable code that is easy to iterate upon.
- Improved ability to rapidly acquire new software skills and to learn new technologies.
- Authored software architecture to function asynchronously to scale the project for future development.

2020

Course: C/C++ and Unix, University of Oregon, Eugene, OR

[Solo Developer](#) / Feb 2020 – Mar 2020 / [C](#), [C++](#), [Git](#)

Developed program that encrypts and decrypts using several different cipher algorithms. Project utilizes an Object Oriented Design to modularize the ciphers.

- Bolstered understanding of OOP, analysis, and design
- Mastered ability to quickly learn new topics with no prior experience (i.e. cryptography)
- Performed frequent testing to ensure program stability.

Skills

Languages

C / C++

C#

JavaScript / HTML5 / CSS3

Python

Tools / Frameworks / Libraries

ReactJS

MongoDB

Unix / Linux

Git / GitHub

JIRA / Bitbucket / Trello

Unity