

Seth Angell

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SUMMARY

Associate Software Engineer at nCino. Proficient with Python, Django, HTML/CSS, C#, Databases, and Unity3D. Having lots of fun learning Salesforce and Angular. Podcast lover and Apple enthusiast who aims to bring a creative flair to the project. Passions involve generating software and hardware solutions to allow users to spend less time tinkering with platforms and more time creating the things they love.

EDUCATION

University of North Carolina at Wilmington <i>Masters of Science in Computer Science and Information Systems</i>	Wilmington, NC Aug. 2021 – May 2022
University of North Carolina at Wilmington <i>Bachelors of Science in Computer Science - Systems</i>	Wilmington, NC Aug. 2017 – May 2021

EXPERIENCE

Associate Software Engineer June 2022 – Present
nCino

Graduate Research Assistant May 2021 – May 2022
University Of North Carolina at Wilmington
Wilmington, NC

- Manage a six person agile development team, including mentoring 4 new developers.
- Provide guidance on the Unity XR framework as well as data collection within virtual reality experiments.
- Manage the server and all active developer tools essential to day-to-day operation (Wiki, API's, Homepage).

Undergraduate Research Assistant January 2019 – May 2021

- Work under the guidance of Dr. Toni Pence. Goals included the research and development of mixed reality interfaces, with a focus on immersive data analytics and forensics.

Software Engineering Intern June 2021 – August 2021
Fidelity Investments
Durham, NC (Remote)

- Created a proof of concept developer tool which substantially tightened the feedback loop between my team and other internal customers.
- Worked within an existing code base to create solutions which matched stylistically with my teams' prior work.
- Technologies utilized: Java, Maven, AngularJS, AG-Grid, Windows Batch Scripting.

Application Development Intern June 2020 – August 2020
Metlife
Cary, NC (Remote)

- Created a developer tool to aid the ingestion of external data into a single standardized internal database. This tool utilized python to extract, clean, and format data from flat files and then generate formatted non-xml bcp format files. The system included revision history as well as a per source file generation and bulk conversion of multiple external sources at once.
- Technologies utilized: SQLServer, Python, BCP, and Openpyxl.

PROJECTS

Django Gravity Assist: A developer utility for bootstrapping new Django Rest API projects, for UNCW's Mixed Reality Lab. This allows a developer to spin up a new project with a custom user model, authentication, and automated testing with Github Actions.

Scalable Session Monitoring For Unity3D: A microservice based session monitoring platform for the Unity3D engine to allow realtime video streaming and synchronous communication between unity and external clients. Meant for use with NSF funded VASC project as well as ORNL collaborations.

Markdown Exploder: A Markdown to compiled LaTeX and HTML workflow, all packaged up in Docker. Using Python, Jinja, Pandoc, and Github Actions. This project takes a repository of markdown files and turns them into a hosted website at capstone.sethangell.com after every push.

TECHNICAL SKILLS

Languages: Python, C#, Java, SQL (Postgres, sqlite), JavaScript, HTML/CSS

Frameworks: Angular, Django, Unity, UnityXR, Flask, SocketIO, WebRTC

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, DataGrip, Github Actions, Pytest, zsh, Microsoft Azure