

Sean Conley

Annandale, Virginia, 22003 · (571) 369-8561 · sconley5@gmu.edu

EDUCATION

George Mason University, Fairfax, Virginia
Bachelor of Science, Computer Science

Expected May 2027

Relevant Coursework: Data Structures, Object-Oriented Programming, Computer Systems Programming, Software Engineering, Database Concepts, Mobile Application Design, Discrete Mathematics, Formal Methods and Models

CERTIFICATIONS

- CompTIA Security+ (SY0-701) January 2026
- Palantir Technologies Foundry & AIP Builder Foundations March 2026

TECHNICAL SKILLS

- Programming Languages: Java, Python, C, SQL, JavaScript
- Systems & OS: Windows, macOS, Unix, Kali Linux
- Databases: MySQL, Firebase Realtime DB, MongoDB
- Tools & Dev Practices: Git/GitLab, JUnit, Docker, Maven, GDB, Agile Methodology, Microsoft Office Suite

PROJECTS

Form Processing System (Agile, Java, JavaScript, SQL, Junit, Maven, Docker, Git) August 2025-December 2025

- Built a multi-stage, role-based form processing system, solving complex validation and workflow challenges to ensure the correct handling of user submissions
- Owned and implemented 11 review-stage user stories (out of 29 total), including complex validation logic, role-based permissions, and workflow state transitions
- Led a sprint as Scrum Master, coordinating backend/frontend integration, database implementation with JDBC, and documenting architecture with UML diagrams, delivering a tested and well-documented system by the deadline

Shell-Interfaced Process Task Manager (C, GDB, Unix) March 2025-April 2025

- Developed a Unix-style task manager supporting concurrent processes, signal handling, and inter-process I/O, tackling synchronization and parsing challenges
- Created signal-driven controls to suspend, resume, terminate, and track child processes, validating system correctness under edge cases
- Debugged and validated process lifecycles and I/O behavior using GDB and Unix tools, ensuring robust, secure, and reliable system operation

Yahtzee Multiplayer Android Mobile Game (Java, Firebase Realtime DB) December 2025

- Developed a real-time multiplayer game supporting multiple devices using Firebase Realtime Database
- Implemented join-code game sessions, synchronized game state, and enforced round-robin turn control
- Designed Android UI and game logic for scoring, endgame results, and replay flow across connected players
- Enforced data consistency and turn integrity by validating client actions against the authoritative game state

EXPERIENCE

TIC Summer Camp, McLean, Virginia, June 2025-August 2025

Programming Counselor

- Instructed and mentored campers (ages 7–14) in both programming and robotics, using languages such as Python, Java, and C, and platforms including LEGO EV3, NXT, SPIKE Prime, and VEX Robotics
- Collaborated with 20–25 staff members to create a STEM-driven learning environment for campers

HONORS & ACTIVITIES

- GMU M2 Club Ice Hockey, President and Captain February 2025-Present
- GMU M2 Club Ice Hockey, Treasurer and Alternate Captain September 2023-February 2025
- Scouts BSA, Eagle Scout Rank Award April 2023