

Seth Angell

704.517.3957 | work@sethangell.com | linkedin.com/in/sethangell | github.com/sethangell | sethangell.com

SUMMARY

Product driven software engineer based in beautiful Wilmington, NC. Passionate about building software solutions which allow users to spend less time tinkering with platforms and more time creating the things they love. Documentation evangelist with a focus on building human readable systems and maintainable code bases. Podcast lover, Apple enthusiast, occasional gardener, and an aspirational cook.

EDUCATION

University of North Carolina at Wilmington Wilmington, NC
Masters of Science in Computer Science and Information Systems *Aug. 2021 – May 2022*

University of North Carolina at Wilmington Wilmington, NC
Bachelors of Science in Computer Science - Systems *Aug. 2017 – May 2021*

EXPERIENCE

Associate Software Engineer June 2022 – Present
nCino *Wilmington, NC*

- Lead engineering efforts to bring our flagship products, Document Manager and Smart Checklist, up to WCAG 2.1 compliance.
- Overhauled internal template for API and Service Documentation, used across the entire engineering organization.
- Provided key contributions to nCino's next generation work management solution, Priority Manager.
- Migrated and refactored teams' pipeline to Github Actions to provide greater visibility into the CI process.
- Mentored an intern who, upon the completion of his internship, accepted a full time offer.

Undergraduate/Graduate Research Assistant January 2019 – May 2022
University Of North Carolina at Wilmington *Wilmington, NC*

- Managed a six person agile development team, including mentoring four new developers.
- Provided guidance on the Unity XR framework as well as data collection within virtual reality experiments.
- Managed the server and all active developer tools essential to day-to-day operation (Wiki, API's, Homepage).
- Worked under the guidance of Dr. Toni Pence, focusing primarily on the research and development of mixed reality interfaces with an interest in 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 vendor data migration into single standardized internal database.
- Utilized python to extract, clean, and format data from flat files and then generate formatted non-xml bcp format files. Included support for revision history, per source file generation, and bulk conversion of multiple external sources at once.

PROJECTS

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.

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.

TECHNICAL SKILLS

Languages: Python, Apex, HTML/CSS/JS/TS, SQL (Postgres, sqlite, SOQL), C#, Java

Frameworks: Salesforce, Angular(JS), LWC, Svelte, Django, Django Rest Framework, Unity, UnityXR, Flask, SocketIO, WebRTC

Developer Tools: Github Actions, Git, Docker, VS Code, Visual Studio, Pytest, zsh, and boring old linux VPS's