Sean Connolly
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Linguistics Philosophy & Computer Science graduate with hands-on experience in game and web development, cybersecurity, and data analysis. Combines technical coding skills with cross-cultural communication (English, Japanese, Spanish). Seeking entry-level roles in software development, game development, QA, or tech consulting.

Education

University of Connecticut, Storrs, CT
Bachelor of Arts – Linguistics, Philosophy, Minor in Computer Science

Project Experience

- Game Development:
  - Developed dozens of micro-games in Unity and Godot across a wide range of genres
  - Experienced in 2D and 3D development environments
  - Experienced in manual and AI assisted coding and project management
- Web and Network:
  - Designed, deployed and maintained personal and client requested websites
  - Identified, exploited, and patched vulnerabilities in mock network systems with documentation and fixes
- Desktop Apps
  - Created interactive desktop apps, including one grabbing randomized Wikipedia info and pictures - like a mini Windows screensaver with unique articles
  - Developed user friendly job filtration programs, taking in data from employment sites and filtering out irrelevant and unlikely job candidates
- Linguistics:
  - Analyzed hundreds of child language samples from the CHILDES database to identify learning patterns across multiple languages.
  - Created mock LLMs to either copy the speech patterns of specific speakers or identify those speakers based on wide data sets.

Freelance & Independent Work | Aug 2018 – Present

- **Tech Consultant:** Advised on tech purchases, optimized Excel/PowerPoint workflows, set up home networks, transferred sensitive user information and financials between legacy and modern systems, automated AWS text-to-voice-to-video pipelines for YouTube.
- **Video Editor:** Edited 90+ projects (Premiere Pro, DaVinci Resolve), collaborating with clients on tight deadlines. Produced a mixture of short content for mobile devices and longer video projects.

Skills

- **Programming:** Python, Java, C, C++, C#, HTML/CSS, GDscript
- **Game Engines:** Godot (2D & 3D), Unity (2D & 3D)
- **Languages:** English (native), Japanese (conversational), Spanish (basic)
- **Tools:** Git, Cursor, Microsoft Office, Adobe Premiere Pro, DaVinci Resolve, CHILDES database

Relevant Coursework

Experimental Linguistics | Computational Linguistics | Cybersecurity | C++ | Semantics | Philosophy of Language | Epistemology | Coding for Cognitive Science