

Sean S. Williams

mail@seansev.com | LinkedIn: [sean-s-williams](https://www.linkedin.com/in/sean-s-williams) | GitHub: [seansev](https://github.com/seansev) | My Site: seansev.com

EDUCATION

Columbia University | New York, NY

Aug. 2023 - Present

B.S. in Computer Engineering

- **Relevant Coursework:** Advanced Programming in C, Operating Systems, Computer Architecture, Malware Analysis & Reverse Engineering, Databases, Data Structures in Java, CS Theory, Digital Systems, Linear Algebra
- **Honors:** Dean's List 2025
- **CS/EE GPA:** 3.88

TECHNICAL SKILLS

Languages: C, Rust, Assembly (x86, MIPS), C++, VHDL, SQL, Java, Python (NP, Pandas, Pyplot, Scipy, Flask), TypeScript

Tools: Git, GitHub, Vim, Emacs, Visual Studio, PostgreSQL, IDA Pro, LTspice, AMD Vivado, LabVIEW, Jupyter, Hyper-V

General: Agile software development, FPGA programming, POSIX development, Windows & Linux API, kernel-level dev

SUMMARY

Third year computer engineering major at Columbia University with a deep fascination for all things computers: from computer graphics and simulation, to cybersecurity research, to OS development and embedded devices. Hands-on experience supporting undergraduate EE labs, developing a 3D narrative-driven video game, developing a full-stack web app, and more.

PROFESSIONAL HISTORY

Introduction to Electrical Engineering Course | New York, NY

Jan. 2025 - Present

Undergraduate Teaching Assistant

- Supervise the hands-on laboratory section for Columbia University's Intro to Electrical Engineering course.
- Assist undergraduate students in performing electrical experiments, troubleshooting equipment failures, and collecting and analyzing data using tools such as waveform generators and oscilloscopes.

Sunday Studios | New York, NY

Apr. 2025 - Sep. 2025

Programmer and Technical Artist

- Developed a fully functional and visually polished 3D video game with an independent startup game studio.
- Saved over 42 hours of compilation time and prevented bugs by implementing a CI/CD pipeline with custom GitHub Actions workflows for the Godot game engine, building for Windows, Linux, and Mac OS.
- Maintained a rapidly growing codebase by designing and enforcing code quality standards for GDScript.
- Perfected in-game graphics and optimization using the latest Godot renderer features and best practices.

Outlier AI | Remote

Apr. 2024 - Aug. 2024

Code Specialist

- Improved LLM code generation by contributing clean, correct code and documentation to an AI training effort.
- Attended weekly meetings to connect with project management and learn how to write high-quality code.

PROJECTS

Minishell | Advanced Programming

Spring 2025

- Developed a sh-inspired shell in pure C with support for nested shells, output piping, and signals.

Book Tracking Application | Intro to Databases

Fall 2025

- Created a web application based on PostgreSQL and Python for user tracking of books and reading status.
- Includes social features such as ratings, global challenges, and optionally public or private book collections.

Personal Webpage

Jan. 2026

- Created a personal webpage and blog using Hugo and GitHub Actions for CI/CD hosting on GitHub Pages.

EXTRACURRICULAR EXPERIENCE

Columbia University Gaming Group | New York, NY

Aug. 2023 - Present

Competitive Team Director for the Counter-Strike 2 Esports Division

- Organize tryouts for newcomers, and practice and study sessions for established team members.
- Register subteams for collegiate, Ivy League, and national tournaments based on skill level.
- Review team and individual performance, and study strategies to provide coaching and make roster changes.

CU Cyber | New York, NY

Sep. 2025 - Present

Cybersecurity Club Member

- Participate in club lessons and team CTF events, with a focus on web and binary-based cybersecurity education.