Seve F. Monahan

(727) 254-1751
monahan.seve@gmail.com
https://github.com/SeveMonahan

Objective

Seeking an entry-level software engineering position. Focusing on Artificial Intelligence, particularly the integration of LLMs into workflows, is a plus but not required.

Education

University of Florida, *Gainesville, FL*
Bachelor of Science in Computer Science — Class of 2025

Classes taken: Operating Systems, Computer Networking, Data Structures and Algorithms, Introduction to Databases, Enterprise Security

Saint Petersburg College, *Saint Petersburg, FL*
Associate of the Arts — 2012 – 2015

Technical Skills

Programming Languages: C++, Python, Lua, Java, Haskell, Haxe

Tools/Technology: git, vim, Eclipse, SQL, shell

Involvement and Experience

Home Depot
Home Depot Associate — 2023 – 2024

- Helped input orders into our property order system, turning the messy reality of individual orders into sanitized orders that could be scheduled by our systems
- Debugged technical problems to ensure up-time reliability
- Used knowledge of processes to reverse engineer the origin of problems, locating missing product and other business critical items
- Learned how to use complicated UIs such as Point of Sales systems, and gained an intuition on how they are designed and how they could be designed better
- Organized inventory in order to enable best random retrieval and increase efficiency

DCSS Development
DCSS Developer — 2013 – 2022

- Submitted patches to the open source game "Dungeon Crawl Stone Soup," eventually being promoted to the full position of "developer."
- Authorized commits to the trunk/main repository of the game, to be rebuilt for online servers with 24 hours and later included in the stable release
- Refactored the “duration” subsystem of the game, allowing common behavioral modifications which previous required working on six different files to be done by changing single file
- Integrated Catch2 testing into the project's build system, allowing other developers to easily begin using unit testing

Research with Hennig Group

Student Researcher 2016 – 2017

- Improved the portability of computational materials science code by introducing Docker, allowing the code to run in various environments
- Implemented unit testing, improving the project's robustness and maintainability