

Sean S. Lim

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EDUCATION

University of Washington – Seattle

Seattle, WA | Graduating June 2025

Bachelor of Science – Computer Science & Bachelor of Arts – Mathematics

- GPA: 3.72/4.0 (Dean's List)
- Interdisciplinary Honors Student

EXPERIENCE

UW Remote Hub Lab Woundcare Team | App Developer

Seattle, WA | 2/2022 – Present

Skills Involved: Flutter, Swift, Frontend development, UI/UX design, Figma

- Developed a [prototype app](#) in Flutter for smartphone-based wound scanning technology that runs on both iOS and Android platforms.
- Researched and documented the user interfaces of more than 30 woundcare apps to develop an easy-to-use and accessible design ([sample](#)).
- Finalist in the [2023 Hollomon Health Innovation Challenge](#), where I presented the application prototype and gave a live demonstration to over 150 judges.

PROJECTS

[Respite Mobile App](#)

- Identified the real-world problem of social media addiction and engineered a mobile app-based solution through surveying potential users and reflecting on my own experience with social media. This user-centered approach laid the foundations for a more meaningful approach to screen time restriction than simple app blocking.
- In order to take full advantage of the Apple ecosystem, I studied the iOS docs and familiarized myself with several frameworks including DeviceActivity, FamilyControls, and ManagedSettings.
- Implemented SwiftUI design principles separating the UI, data models, and business logic, which ensured that the app would be easily scalable as I added new features.
- Tested several methods of storing user data based on careful consideration of the app's unique use case, ultimately deciding to use local JSON storage.
- The Respite app was conceived, developed, and approved for the App Store in the span of two months. I believe this a testament to my ability to deliver efficient and quality software solutions given Apple's strict standards for safety, performance, and design, as well as the short time frame I was operating under.

[Grocery Store Analytics](#)

- Awarded 1st place in Data Analytics at the 2023 Dubstech Datathon for a comprehensive data visualization and analysis report.
- Tableau to create visually appealing representations of grocery store transactions, highlighting trends in customer behavior and identifying items with significant positive and negative impacts on overall profit.
- Proposed actionable changes based on customer behavior patterns, seasonal variations, and item popularity to increase yearly profits by over \$40,000.

[Backgammon Agent](#)

- Created a Python-based game-playing agent that can play a simplified variant of Backgammon, incorporating state-search algorithms including Minimax, Expectimax, and Alpha-Beta Pruning.
- Achieved a high win rate against an opponent that randomly selects moves.

SKILLS: Java | Swift | Python | React.js | C/C++ | Flutter | SQL | HTML | CSS | AWS | Data Visualization