

# Sean Halberthal

Software Engineer

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## PROFILE

Backend and systems engineer working primarily in Go, with the full-stack range to take a product from database to UI. I work best owning a problem end to end, and care about the parts that don't show: reliable data models, fast feedback loops, and tools that stay out of the way. Largely self-taught, I pick things up quickly and hold a high bar for software that's actually pleasant to use.

## SKILLS

### LANGUAGES

Go TypeScript JavaScript C# Lua Shell Python  
C

### BACKEND & DATA

Node.js PostgreSQL MySQL SQLite MongoDB Convex

### FRONTEND

React React Native Expo Astro Tailwind CSS shadcn/ui  
Vite

### DEVOPS

Docker GCP Git & GitHub GitHub Actions (CI/CD)

## EXPERIENCE

### Legal Practice Management for Barristers' Chambers

2025–present

Self-employed (Contract)

C# · .NET · TypeScript · React · React Native

- Core engineer on Dana, a multi-tenant SaaS platform for barristers' chambers covering case management, calendar synchronisation, clash detection, email threading and team collaboration across a backend API, web app and mobile app.
- Built all three layers: a .NET backend (FastEndpoints, linq2db, PostgreSQL) in a vertical-slice architecture, a React web client and a React Native (Expo) app, with multi-tenant Microsoft 365 SSO on a Docker, Google Cloud and GitHub Actions CI/CD stack.
- Owned developer tooling for the two-person team: a Makefile-driven git-worktree system that spins up fully isolated Dana stacks with auto-assigned ports, per-worktree Docker and Cloudflare tunnels, so both engineers could run multiple branches at once.
- Led the team's AI-assisted development: set up the codebase's MCP integration and a shared agent config (CLAUDE.md, custom commands, skills, hooks and rules) so coding agents worked from consistent, repo-aware context.

## SELECTED PROJECTS

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### Tattoo Studio Management App

TypeScript · React · React Native

Cross-platform mobile and web app for tattoo studio and artist management, built solo with React, React Native and a Convex backend, styled with Tailwind and shadcn/ui. In active development.

### seeql

[github.com/undont/seeql](https://github.com/undont/seeql)

Go

Keyboard-driven terminal SQL client for PostgreSQL, MySQL and SQLite, with constant-memory streaming for arbitrarily large result sets and context-aware autocomplete; pure Go with zero CGo, shipped as a single static binary.

### supplyscan

[github.com/undont/supplyscan](https://github.com/undont/supplyscan)

Go · MCP

Supply-chain security scanner for JavaScript lockfiles, aggregating IOCs from DataDog, the GitHub Advisory Database and OSV.dev; runs as both a CLI and an MCP server.

### differ.nvim

[github.com/undont/differ.nvim](https://github.com/undont/differ.nvim)

Lua · Go

Neovim plugin unifying local diffs, hunk staging and GitHub PR review, with a Go sidecar owning the GitHub API so reviews never block the editor.

Plus jiru, gh-bench, lazycron and more, with full write-ups at [github.com/undont](https://github.com/undont)

## EDUCATION

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### Boot.dev— Backend Development

2024–2025

- Completed a comprehensive backend-engineering and computer-science curriculum, starting in Python and moving to Go, covering data structures, algorithms, databases and web servers.
- Extended learning into lower-level systems (C, assembly and CPU architecture) and applied it through the projects above.

### Music Technology (BTEC)— Kingston College

2017–2019

## ADDITIONAL EXPERIENCE

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**Music producer & mix engineer** (2018–present): built a freelance business to a recurring base of 30+ clients; now produce and engineer for a handful of artists alongside personal projects.