# JAMIE SEBASTIAN SOFTWARE ENGINEER

A hard working, ambitious software engineer who always takes ownership over his work and insists it meets the highest standards. Pays close attention to detail and possesses strong problem-solving skills. Loves to learn new things and is very adaptable.



jamiesebastian.com



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github.com/CosmicWolfe

## **EDUCATION**

#### **University of Waterloo**

**Bachelor of Computer Science** 

- Expected graduation: April 2023
- Grade: 86%

#### **Relevant University Courses:**

- Object-oriented Software Development
- Data Structures and Data Management

# External Online Courses (Udemy):

- Python for Data Science & Machine Learning
- PHP MySQL Professional Course
- Modern React with Redux

# **SKILLS**

#### **Proficient**

- Angular, HTML, CSS, Javascript
- Java, Scala, C, C++, Firebase
- · Unity, Racket
- Git

#### **Experienced**

- React
- Python, C#, PHP, MySQL
- Bash
- R

# **WORK HISTORY**

#### **Full Stack Software Engineer**

Raise Your Edge | Aug 2019 - Dec 2019

- Worked closely with lead developer, a former Amazon Software Engineer, from whom I learned about Amazon core values like Ownership, Invent and Simplify, Insist on the Highest Standards and being Obsessed with the Customer's User Experience
- Participated in the design, implementation, and iteration phases of the software development cycle to create a robust chat feature supporting notifications, draggable and resizable window, in-app URL detection and replacement, emojis and file attachments in Angular and Firebase Realtime Database
- During the iteration phase, improved customer experience by observing UX gaps and inefficiencies, reviewing them with the lead developer then adjusting the code to make improvements
- Took initiative to QA the site and suggest UX improvements while completing assigned tasks or projects. Made the necessary code fixes where appropriate

## **ACHIEVEMENTS**

Google Code Jam - Round 2 (Top 12%) | Aug 2019

Euclid Math Contest - Top 2% | Apr 2018

AS Level Computer Science (Top Scorer in Indonesia) | Oct 2017

**Competitive Programming** 

Using C++ & Python

| Mar 2019 - present

# **PROJECTS**

This House of Mine (Adventure Game) | Jan 2019 Made with Unity by 4 people for Global Game Jam

Galactic Pizza Quest (Puzzle Game) | Oct 2018

Made with Unity by 4 people for GI Game Jam (Fall)