

JAMIE SEBASTIAN

SOFTWARE ENGINEER

A hard working, ambitious software engineer who always takes ownership over his work and insists it meets the highest standards.



jamiesebastian.com



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github.com/CosmicWolfe

EDUCATION

University of Waterloo

Bachelor of Computer Science

- Expected graduation: April 2023
- Grade: 88%

SKILLS

Frontend

- Angular, React, Redux
- HTML, CSS, SCSS, Javascript/Typescript

Backend

- Ruby on Rails, MongoDB, MySQL, Firebase

CI/CD

- Git, Docker

Languages

- Python, Java, C++, C#, C, Scala, Bash, PHP
- Unity

ACHIEVEMENTS

Google Code Jam

Round 2 (Top 5.3%) | Aug 2020

Facebook Hacker Cup

Round 2 (Top 2.5%) | Aug 2020

Competitive Programming

Using C++ & Python | Mar 2019 - now

PROJECTS

Chat++ (Messaging Site with IDE)

Made with Angular, Firebase, DigitalOcean for Garuda Hacks

CodeHunt (Advanced Problem Filtering Site)

Made with Angular, uses problems from Codeforces/UVa

This House of Mine (Adventure Game)

Made with Unity for Global Game Jam

Galactic Pizza Quest (Puzzle Game)

Made with Unity for GI Game Jam

WORK HISTORY

Full Stack Software Engineer | Jan - Apr 2021

Persona (*Identity Infrastructure, San Francisco*)

- **Technologies:** React, Redux, Ruby on Rails, MySQL, MongoDB, Docker, Bitbucket
- Worked on Persona Workflows, which allow automation of manual actions depending on a series of customizable steps/conditions, through a no-code, drag and drop interface.
- Led a project to allow for rolling out new workflow versions, created a software design document and worked with the design team for UI/UX discussion.
- Implemented and deployed a new feature to display and filter workflow runs
- Multiple polishes for the workflow editor arising from taking the initiative to QA the product for bugs.
- Did various code reviews for the workflows team.

Full Stack Software Engineer | May - Aug 2020

Stratus360 (*Business Management Consultant, Toronto*)

- **Technologies:** LWC, Apex, Salesforce
- Developed a highly dynamic form which can display and edit the fields of an object. We can customize which fields to show/lock and the object type. In addition, created documentation on how to utilize it.
- Fixed issues (e.g. double scrollbar) and developed features for the website, such as implementing lazy loading for a table of data.

Full Stack Software Engineer | Aug - Dec 2019

Pairrd (*Poker Educational Software, Waterloo*)

- **Technologies:** Angular, Firebase, Git
- Worked closely with the lead developer, a former Amazon Software Engineer, learning Amazon core values like Ownership, Invent and Simplify.
- Participated in design, implementation, and iteration phases of the software development cycle creating a robust chat feature supporting a draggable/ resizable popup, notifications, in-app URL detection etc.
- Took initiative to QA site and suggested UX changes.