|  |  |
| --- | --- |
| Gino Sahagun | **(360)223-0073**  **sahagunc@spu.edu**  **https://www.linkedin.com/in/carlossahagun**  **https://github.com/GinoSahagun**  **http://sahagunc.cs.spu.edu** |

**Summary of Qualifications**

***Bilingual****:* Capable of writing, speaking, and reading in Spanish and English

***Problem Solver****:* High performer in troubleshooting based tasks, particularly software debugging

***Received Commendation for Web App****:* Received 3rd place for Savour & Sip App in the Social Venture Competition ***Capable Multi-tasker****:* Balanced student work-load while working part-time jobs

**Technical Domain Expertise**

C // C++ // Java // C# // Node-JS // Java-Script // React // Angular 1 // HTML // CSS & SASS // Eclipse // Android Studio // Visual Studio // Microsoft Office Suite // Git // Google Drive Office Suite // Cordova // MySQL // NoSQL //

Unreal Engine // Unity Engine

Education and Honors

**Seattle Pacific University, Seattle Washington Honors BS in Computer Science** September 2015 - Jun 2018

Merit Scholarship Transfer Select Scholarship

Magna Cum Laude Dean’s List

**Relevant Experience**

**Engineering Intern, Alpha Technologies Bellingham, WA** June 2016 – September 2016

* Created a test-ecosystem (scale-able project) of a cloud, server, and end-device by using SemTech radio devices as a gateway and end-device
* Made a desktop through the electron framework that converts two files and makes the following changes in a excel file
* Made a small cloud project involving a free scale K64F micro-controller which would send packets to a MQTT server on IOT-Blue-Mix Cloud Platform

**Hackathon Participant, Full Stack Developer, Vancouver, BC** October 2017 – October 2017

* Created a AWS Linux server which ran a Node JS web server
* Front-end design implemented through viewing concept designs from industrial graphic designer

**Hackathon Participant, Seattle Pacific University Seattle, WA** November 2016

* Innovated a positive work environment with other programmers to create a Balloon Popping Unity Game
* Designed the user interface for the Unity game which allowed users to drop different colored balloons
* The dropped balloons were then funneled through JSON to a server to determine what color dropped in game

**Lab Assistant, Seattle Pacific University, Seattle Pacific University** September 2016 – June 2017

* Kept a clean and organized work environment
* Tutored students in C++ programming such as debugging, and syntax

**Senior Project, CSC 4151-4152, Seattle Pacific University** December 2016 – June 2017

* Designed and implemented an application that allows clients to select foods through a more greener choice.
* Implemented search and sorting algorithm for finding the closest restaurants
* Kept a well-documented and managed the app using GIT and Git-Hub

**Student Game AI Project, Directed Study, CSC 4970, SPU** April 2016 – June 2016

* Unreal Engine and Visual Studio to create a template of a game called Bomber-man
* The game used both blueprints to prototype actions and C++ to construct AI pathways

**Academic Projects**

**Membership Website, C# Entity Framework** November 2017

* Created a relational database using the Entity Framework
* Designed login authentication for both admin and users
* Database is updated by using CRUD operations through Admin menu

**Build Escape, Unreal Engine** September 2017

* Learning the fundamentals of Unreal Engine’s style-guide in crafting an escape game
* User can pick up objects to complete puzzles by developing small mechanics to better understand Epic’s engine
* Currently learning the engine and developing small games to understand more complex mechanics

**Platformer Game, Unity** June 2017

* Implemented a single player platform game to collect coins, and keys
* Designed AI enemies and boss to target the player in different patterns
* Created the level using specified sprite prefabs

**React Apps, JavaScript React** July 2017

* Implemented different types of React Apps to understand components, props, and states
* Implemented login authentication using Firebase
* Kept a well-documented and managed apps using GIT and Git-Hub.

**Portfolio Website** December 2016

* Implemented website using the Foundation Framework
* Styled and learned to style the website using SASS

**CSC 3350 Operating System Programming, Seattle Pacific University** September 2016 – January 2017

* Made a small chat program using Win socket library to allow two computers to communicate
* Created simple commands used in Linux and Windows command line tools such as “Make and Dir”

**CSC 4750 Android Apps, Seattle Pacific University** September 2016 – January 2017

* Designed a small Character sheet of my favorite Marvel Characters
* Created a small budget application that keeps track of a person's budget

**Additional Experience**

**Sales Associate, Burlington Coat Factory** August 2015 – September 2016