

# Sebastian Guardo Ruiz

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## Junior Developer

Last-year Bachelor of Information Technology student with a Certificate in Marketing and hands-on experience in software development, UI/UX design, and Agile project management. Passionate about building intuitive and automated digital products by combining technical skills with marketing insight and user empathy. Seeking an internship or junior role in software development, UX/UI design, or IT support.

## WORK EXPERIENCE

### Side Story Cafe • Sydney

#### Café Manager

- Managed a team of 10+ staff, overseeing daily operations, scheduling, and inventory.
- Streamlined workflows, reducing service delays by 20%.
- Facilitated staff training, conflict resolution, and customer satisfaction.

#### Barista

- Delivered exceptional service in a high-volume café setting.
- Collaborated with back-of-house teams to support efficient service execution.

## EDUCATION

### Certificate IV in Marketing

Greenwich Management School • 08/2023

Covered digital marketing, branding, consumer psychology, and positioning. Applied marketing insights to UX design and persona-driven development.

### Bachelor of Information Technology

Academy of Information Technology (AIT) • Sydney

Coursework in software engineering, UI/UX design, Agile/Scrum methodology, and systems architecture.

## PROJECTS

### Grocery Shopping App — Android (Java)

[github.com/Jguardo03/PriceWise](https://github.com/Jguardo03/PriceWise)

- Designed and developed an Android MVP that enables grocery price comparison and shopping list management, using Firebase for real-time data storage and retrieval.
- Built using MVVM architecture with full CRUD functionality and Firebase API integration, applying UX practices such as wireframes, user personas, and journey maps.
- Successfully demonstrated in an academic presentation, validating usability, architecture separation, and core feature completeness.

## SKILLS

### Languages & Frameworks

- C#
- C++
- CSS
- Git/GitHub
- Gradle
- HTML
- Java
- JavaScript
- JSON
- PHP
- Python
- SQL

### Tools & IDEs

- Android Studio
- AWS
- n8n
- NetBeans
- SQL Server Management Studio
- Visual Studio
- VS Code
- WordPress
- XAMPP
- Xcode

### Databases

- Data Structures
- Firebase
- MySQL
- Sorting and Searching Algorithms

### Project Management

- Agile

### UI/UX & Design Tools

- Figma
- Mockups
- SWOT Analysis

## **Library Management System — Desktop (.NET / C#)**

[github.com/Jguardo03/Library-System](https://github.com/Jguardo03/Library-System)

- Developed a fully functional Windows Forms application to manage books, memberships, and check-in/check-out workflows for a library environment.
- Implemented clean architecture principles with SQL Server integration via SQL Server Management Studio, supporting robust CRUD operations.
- Delivered as a completed system and presented formally, demonstrating reliability, maintainable structure, and user-focused design.

## **Snake Game — Console (C++)**

[github.com/Jguardo03/Snake-Game](https://github.com/Jguardo03/Snake-Game)

- Built a fully functional console-based Snake game implementing core game mechanics and object-oriented programming principles.
- Structured using clean architecture to ensure separation of logic, input handling, and rendering, reinforcing algorithmic thinking.
- Used by real users and presented in a formal setting, validating stability, playability, and code clarity.

## **Informational Websites — Web (HTML/CSS)**

[github.com/Jguardo03/Bathers-Website](https://github.com/Jguardo03/Bathers-Website)

- Created multiple responsive informational websites using semantic HTML, modern CSS, and vanilla JavaScript for educational and technology-focused themes.
- Designed following clean architecture concepts, supported by SWOT and competitive analysis to guide layout and content decisions.
- Delivered as fully functional projects and demonstrated in presentations, showcasing accessibility, responsiveness, and maintainable code.

## **Game Catalogue — Mobile Web Application (TypeScript, React, React Native, Expo)**

[github.com/DG14750/XPlatform](https://github.com/DG14750/XPlatform)

- Developed a cross-platform MVP mobile web application delivering a personalised game discovery experience.
- Built using React and React Native with Expo, following MVC architecture and integrating Firebase Authentication, real-time data access, CRUD operations, and external API calls.
- Used by real users and demonstrated in presentations, validating performance, cross-platform compatibility, and user engagement.

## **Game Catalogue — Web Platform (PHP, MySQL, JavaScript, jQuery)**

[github.com/Jguardo03/GameDex](https://github.com/Jguardo03/GameDex)

- Built a full-stack web platform to showcase a catalogue of browser-based games with category-based navigation and responsive UI.
- Implemented MVC architecture with PHP and MySQL, supporting CRUD-based content management and dynamic interactions using JavaScript and jQuery.
- Delivered as an MVP, used by real users, and presented formally, demonstrating full-stack development capability.

## **DayMatch — iOS Application (Swift)**

[github.com/Jguardo03/DayMatch](https://github.com/Jguardo03/DayMatch)

- Developed a fully functional iOS application that recommends nearby activities based on real-time weather and user location.

- Wireframes

### **Languages**

- English
- Spanish

### **Soft Skills**

- Clear communication
- Customer-Centered Problem Solving
- Leadership
- Problem Solving mentality
- time management

- Integrated Google Weather API and Google Places API with Firebase Authentication and CRUD functionality, following MVC architecture.
- Demonstrated in academic assessments, validating personalised recommendations, smooth performance, and intuitive UI on iPhone and iPad.