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)

- Designed and built an Android app with local SQLite data storage for price comparison and list management.
- Applied UX concepts including wireframes, user personas, and journey maps for better usability.

Library Management System — Desktop (C# .net)

- Developed a Windows Forms application to manage books, memberships, and check-ins using SQL Server.

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
- WorldPress
- XAMPP
- Xcode

Databases

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

Project Management

- Agile

UI/UX & Design Tools

- Figma

- Integrated user-focused design, drawing on empathy mapping and persona research.

Snake Game — Console (C++)

- Implemented game mechanics and object-oriented logic to create a functional console snake game.
- Served as a practice in algorithmic thinking and coding structure.

Informational Websites — Web (HTML/CSS)

- Created responsive websites using semantic HTML, modern CSS, and JS Frameworks for different tech and educational themes.
- Conducted SWOT and competitive analysis to influence design decisions and layout.

Game Catalog - Web Application

A cross-platform **mobile web application** developed using **TypeScript**, **React**, and **React Native**, designed to deliver a personalized gaming discovery experience. The application integrates seamlessly with **Firebase** to provide real-time data access and user interaction.

Game Catalog- Web Page

A web platform built with PHP, MySQL, HTML, CSS, and JavaScript to showcase a catalog of browser games. Includes category-based navigation, a responsive interface, and CRUD-based content management. Demonstrates full-stack development and interactive web design skills.

DayMatch

An iOS app built in Swift that uses Google Weather API and Google Places API to fetch real-time weather based on your location and recommend the best nearby activities for the day. Provides personalized location matches, intuitive UI, and smooth performance on iPhone and iPad.

- Mockups
- SWOT Analysis
- Wireframes

Languages

- English
- Spanish

Soft Skills

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