Sebastian Lopez

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EDUCATION

University of Northern British Columbia   Prince George, BC
Bachelor of Science in Computer Science — GPA: 3.97/4.33   *Apr. 2023*
- Proficient in relational database systems and SQL with hands-on experience in storage structures and data manipulation using SQL-like languages
- Adept in advanced database concepts, including transaction management, query optimization, and data warehousing. Additionally, familiar with handling diverse data types, such as multimedia, spatial data, and XML documents, and understanding object-oriented and object-relational models
- Equipped with expertise in database design and application development, with a solid foundation in entity-relationship modeling, functional dependencies, and normalization theory

WORK EXPERIENCE

Web Developer   Apr. 2022 – Aug. 2022
Noratek Solutions Inc   *Prince George, BC*
- Enhanced web testing efficiency by ∼77% through optimized automated tests, achieved by refining test scripts and configurations; resulted in significant time savings in quality assurance processes
- Developed and maintained web applications using JavaScript, CSS, and HTML for asset reporting and checklists, ensuring seamless user experiences and responsiveness
- Adhered to strict project timelines, successfully delivering 100% of assigned tasks on schedule, which contributed to the on-time launch of 5 major website updates
- Developed detailed bug reports, playing a pivotal role in resolving over 50 website issues, thereby enhancing overall site performance and reliability

PROJECTS

Web Developer for Rotaract Club of Prince George | *HTML, CSS, JavaScript*   July 2023 – Ongoing
- Boosted a non-profit organization's membership figures by approximately ∼50% through the customization of their website layout
- Identified and addressed the needs and requirements of the organization, working closely with club members to incorporate their specific goals and feedback
- Ensured the website's responsiveness and compatibility with different browsers, devices, and screen sizes

Machine Learning Pac-Man | *Python*   Dec. 2022 – Apr. 2023
- Collaborated with 2 developers to program a Pac-Man clone, introducing new features like procedurally generated mazes, providing a unique experience with every playthrough
- Incorporated versioning best practices in project management, including maintenance of a version control system to ensure collaboration and tracking of alterations throughout the project's lifecycle
- Implemented a deep Q-network using TensorFlow to enable Pac-Man to autonomously learn and play the game. The AI learned from its actions through reinforcement learning, improving its performance over time

Mobile Puzzle game | *Unity, C#, Android, IOS*   Nov. 2022 – Mar. 2023
- Spearheaded the creation of a mobile puzzle game from the ground up as a personal project, acquiring and applying new technologies along the way
- Directed the complete development life cycle of a mobile app/game, starting from concept design and ideation, and culminating in publishing on Google Play. Received positive feedback from players and planned continued support and feature updates to enhance the user experience
- Executed the project independently, wearing multiple hats to address diverse challenges, including coding intricate puzzle mechanics, crafting a user-friendly UI, generating all assets using Adobe Photoshop, and producing animations

TECHNICAL SKILLS

Technical skills: Java, Python, C/C++, SQL, JavaScript, XAML, C#, HTML, CSS, PowerBI, Unity, WPF
Interpersonal skills: Communication, Conflict resolution, Cross-cultural awareness, Adaptability, Leadership, Teamwork, Organization