Sebastian Lopez Figueroa

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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*
- **Relevant Courses:** Mathematics for Machine Learning, Artificial Intelligence, Algorithm Analysis, Data mining, Computer Networks, Advanced Database Systems, Concurrent and Distributed Programming

EXPERIENCE

Web Developer (Volunteer) — July. 2023 – Present
Rotaract Club of Prince George — *Prince George, BC*
- Customized and upgraded the website layout for a non-profit organization, using JavaScript, CSS, and HTML, hosted on ClubRunner, to increase user engagement and satisfaction
- Collaborated closely with the club members to understand and incorporate their requirements, goals, and feedback
- Ensured the website's responsiveness and compatibility with different browsers, devices, and screen sizes, using tools like Chrome DevTools

Junior Developer — Apr. 2022 – Aug. 2022
Noratek Solutions Inc — *Prince George, BC*
- Collaborated with cross-functional teams to create automated tests in JavaScript that verified the UI functionality of the company's web-based products
- Resolved web styling issues by identifying bugs, communicating with senior developers, and writing and testing solutions that worked across multiple browsers and devices
- Proactively identified areas for improvement in existing automated tests, proposing and implementing changes that decreased delay between test steps and improved testing times by approximately $\sim 77\%$

PROJECTS

Mobile Puzzle game | *Unity, C#* — Jan. 2023 – Ongoing
- Developed a mobile puzzle game from scratch as a personal project, learning and applying new technologies and skills through self-learning and online resources
- Led the entire development cycle of a mobile app/game, from ideation and initial concept design to development and publishing on Google Play, with planned continued support and feature updates to enhance the user experience
- Worked on the project independently, putting on "different hats" to tackle new challenges such as coding puzzle mechanics, designing a user-friendly UI, creating all assets in Adobe Photoshop, and making animations

Pac-Man clone with Machine Learning Capabilities | *Python* — Dec. 2022 – Apr. 2023
- Programmed a Pac-Man clone, incorporating new features such as procedural maze generation to create unique levels for each playthrough, and an improved pathfinding algorithm for the ghosts
- Implemented a deep Q-network (DQN) using TensorFlow to enable Pac-Man to play by himself by learning from its own actions using reinforcement learning.

Co-Creator of Multiplayer Shooter game | *Java* — Sept. 2021 – Dec. 2021
- Collaborated with 3 other students to design and develop a top-down local multiplayer shooter game for a university course, demonstrating strong interpersonal and communication skills in working together towards a shared goal
- Actively participated in troubleshooting and problem-solving throughout the development process, showing adaptability and a willingness to take on challenges as they arose
- Demonstrated effective time management and project management skills, regularly checking in with the team and adjusting priorities as needed to meet project milestones and deadlines

TECHNICAL SKILLS

Programming languages: Java, Python, C/C++, SQL, JavaScript, XAML, C#, HTML
Frameworks and libraries: .NET, WPF, React, CSS, Bootstrap
Tools and platforms: Git, IntelliJ, Jupyter Notebook, Unity, PyCharm, Rider, Visual Studio Code, Vim, WebStorm