

Sebastian Lopez

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EDUCATION

University of Northern British Columbia

Bachelor of Science in Computer Science — GPA: 3.97/4.33

Prince George, BC

Apr. 2023

WORK EXPERIENCE

Customer Service Representative

Goodlife Fitness

Sep. 2023 – Ongoing

Prince George, BC

- Provided excellent customer service and support to members and potential members of GoodLife Fitness Clubs using various communication channels and systems
- Demonstrated proficiency in computer skills and knowledge of the fitness industry, as well as the ability to learn new software and systems quickly
- Demonstrated initiative and creativity in finding solutions to customer problems and improving Club operations and services

Junior Developer

Noratek Solutions Inc

Apr. 2022 – Aug. 2022

Prince George, BC

- Developed and maintained web applications for asset reporting and checklists in JavaScript and HTML, ensuring seamless user experiences and responsiveness
- Collaborated with cross-functional teams to create automated tests in JavaScript that verified the UI functionality of the company's website
- 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

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#*

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

Interpersonal skills: Communication, Conflict resolution, Cross-cultural awareness, Adaptability, Leadership, Teamwork, Organization