

# 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

### Junior Developer

Apr. 2022 – Aug. 2022

*Noratek Solutions Inc*

*Prince George, BC*

- Collaborated with cross-functional teams to develop and implement automated testing procedures that ensured the proper functionality of the company's web-based software, improving overall software quality and reliability
- Proactively identified areas for improvement in existing testing procedures, proposing and implementing modifications that reduced delay between test actions and improved testing times by approximately ~77%
- Documented any bugs found during testing and worked closely with developers to resolve issues, demonstrating strong problem-solving skills and attention to detail

## 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) algorithm with TensorFlow to enable Pac-Man to learn from its own actions and rewards, using a neural network to approximate the Q-values for each state-action pair

### 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

## LEADERSHIP AND COMMUNITY INVOLVEMENT

### Rotaract Club member and secretary

Sept. 2021 – Ongoing

- Served as a member and secretary of a leadership and community service volunteering club for young professionals, supporting various charitable causes and initiatives to positively impact the local community
- Demonstrated strong organizational and administrative skills in managing club activities, such as scheduling meetings, coordinating events, and maintaining accurate records of club activities

### Resident Assistant

Sept. 2022 – Apr. 2023

- Assumed a leadership role as a Resident Assistant, providing support and guidance to students in a dormitory setting to ensure their safety, wellbeing, and academic success
- Demonstrated strong communication and conflict resolution skills in addressing residents' concerns and mediating interpersonal conflicts, resulting in effective problem resolution and improved resident satisfaction.

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL, JavaScript, XAML, C#, WPF

**Developer Tools:** Git, IntelliJ, Jupyter Notebook, Unity, PyCharm, Rider, Visual Studio Code, Vim