### www.sebastianbonilla.net23.net • 832-659-2918 • Sebastian-bonilla@hotmail.com

# **Employment**

### INDEPENDENT; The Woodlands, TX.

#### June 2015 - Present

### Foreign Exchange Trader

- Analyzed market conditions by using Technical and Fundamental Analysis
- Completed buy and sell orders on the foreign exchange market
- Develop risk models, which determine trade sizes and stop loss figures
- Used Metatrader 4 terminal and developed basic MQL4 indicators

#### INDEPENDENT: The Woodlands, TX.

### June 2015 - Present

### **Mathematics & Computer Science Tutor**

- Individually tutored students in mathematic subjects such as Pre Calculus, Calculus I, Calculus II, Statistics, Discrete Mathematics and Probability.
- Ensured students fully understood basic programming concepts in C++, Java.
- Addressed student's queries in a timely manner.

# **Relevant Projects**

## SEBAS' WINE AND SPIRITS; Houston, TX

### .Net Web Developer

- Created database structure using Entity Framework Code First. C#
- Customized the UI using styles, graphics and a master page.
- ASP.NET Identity, Configuration and Authorization.
- Used Bootstrap to provide responsive design and theming capabilities.

### MYFITCAL APPLICATION; Houston, TX

### **Android Mobile Application Developer**

- Designed user interface in XML to provide ease-of-use for any user
- Developed back end using JAVA Android SDK
- Tested code for robustness; executed edge case, usability, and general reliability analysis.
- Fixed Bugs and improved application performance
- Website: https://www.sebastianbonilla.net23.net/myfitcal.html

OTHER PROJECTS CAN BE FOUND AT https://www.sebastianbonilla.net23.net/more.html

## **Core Qualifications**

Programming Languages: C++, Java, HTML 5, MySQL, XML, C#, CSS, Assembly Language, Android

SDK and MQL 4.

Languages: Bilingual in Spanish

## **Education**

UNIVERSITY OF HOUSTON; Houston, Texas

Bachelor of Science in Computer Science, December - 2016 (Expected) GPA: 2.7

Minor in Mathematics, December -2016 GPA: 2.85