

# Sean Toledo

BAKERSFIELD, CALIFORNIA

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## EDUCATION

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### California State University Bakersfield

Bakersfield, CA

Bachelor of Science in Computer Science

Aug 2021 – Present

*Relevant Coursework: Data Structures and Algorithms, Algorithm Analysis, Software Engineering, Operating Systems*

## EXPERIENCE

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### Computer Science Tutor

California State University Bakersfield

Aug 2023 – Present

- Provide technical instruction to 30+ students weekly, reinforcing C++ fundamentals (loops, classes, pointers, recursion, and data structures)
- Guide students through debugging and resolving segmentation faults, compilation errors, and runtime issues
- Promote best practices in software development, including GitHub workflows and clear code documentation

### Summer Undergraduate Research Intern

Chevron S.U.R.E. Program, Bakersfield, CA

June 2025

- Developed Python scripts to process camera input and translate chessboard states into robotic arm coordinates, reducing manual input errors
- Programmed Arduino in C to control motors and execute movement sequences, ensuring precise piece placement
- Integrated OpenCV with Arduino via serial communication to test and troubleshoot, enabling faster iteration on vision-robotics integration

## PROJECTS

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### The World's Easiest Game | C++, OpenGL, GLFW, GLM, Visual Studio

Jan 2025 – May 2025

- Developed a 2D obstacle-based game in **C++ with OpenGL**, implementing collision detection and particle effects
- Built a level system with restart logic and multiple difficulty modes using structured game loops
- Collaborated via GitHub for branching, merging, and team-based feature integration

### Discord Trading Bot | Python, Discord.py, YFinance, AsyncIO

Sept 2025

- Built a **Discord bot** that retrieves real-time **NASDAQ futures (NQ) prices** using Yahoo Finance API
- Implemented **slash commands** (/price, /time) and automated trading session announcements
- Applied **async/await** and background task loops to handle API calls and scheduled updates without blocking

### Zombie Survival Game | Roblox Studio, Lua

Jan 2025

- Designed and developed a real-time zombie survival game with wave-based difficulty scaling using **Lua scripting** and **Roblox Studio**
- Implemented custom zombie AI for pathfinding, player tracking, and progressive speed increases based on kills
- Scripted melee combat system with hit detection, damage functions, and client-server communication

## TECHNICAL SKILLS

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**Languages:** Python, C++, Lua, JavaScript, SQL, HTML/CSS

**Frameworks/Tools:** Flask, OpenGL, REST APIs, GitHub, Git, VS Code, PyCharm

**Platforms/Libraries:** Roblox Studio, OpenCV, YOLOv8, Google Cloud, NumPy, Matplotlib