Sebastian R. Crowell

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Objective

Apply attained skills and knowledge to a software based area and video game design as a passionate hobby.

Education

March 2016 - May 2018

Coastal Carolina Community College - *Associates of Science - Transfer Student*

- Microsoft, Adobe, and Maple proficient
- Utilized Unreal Engine & Unity for game development
- Proficient with AutoCAD design programs and some physics engines
- Graphic Design experience with Adobe suite, GIMP, 3DS Max, Maya, and Substance

August 2018 - 2021

University of North Carolina at Chapel Hill - *Bachelors of Science- Computer Science*

- COMP: 401, 410, 411, 426, 455, 495 (Nano-tech), 550, 560, 562
- Active leader of BLUE and member of Carolina Data and Analytics
- Experience with Adobe XD, Figma, JavaScript, C++, C, MIPS, Python, Pandas, Numpy, Matplotlib, etc.

Experience

Feb 17, 2021 - Present

Carillon AL – *Lead Programmer and Data Analyst – Karen Moriarty*

- Developed UML diagrams to explain different programs and track spending
- Work on extensive API implementations and ways to parse large amounts of information
- Troubleshooted multiple applications to implement bug fixes
- Coded in C#, Python and Java

Apr 5, 2021 - Present

Prometheus – *Mobile Developer – Tony Ursetto*

- Development on a mobile application that utilizes SAP
- Utilizing technology like GitLab, Jenkins, Docker, SQL, VS Code
- Coding done primarily as Xamarian forms application in C#

Aug 23, 2020 - Feb 3, 2021

WiderNet – *Sole Android Developer – Cliff Missen*

- Android studio experience, Oracle VM experience in android versions 5-9
- Used a LAMP stack on android devices with WebView (Full stack development)
- Worked with Nginx, Apache Maven, MariaDB, LiteSpeed, MiniWeb and Kali Linux
- Developed an offline internet solution for use in nations with poor infrastructure

Aug 20, 2018 - May 2020

UNC Chapel Hill – *Work Study – Code Closer/Software Toolsmith – Diane Pozefsky & Jeff Terrell*

- Met with clients to discern both sides expectations (phone and in person)
- Set-up a timeline with achievable goals, assisted by trello, pomodoro and slack
- Coded in Bootstrap, React Native, C, Javascript, Docker, Git, Shell, CSS, SCSS, and more
- Worked on a google map application for NC Botanical Gardens
- Worked on computer science graduate tracking w/ MongoDB, Docker, Java, Node, Auth0

Projects

- Designed 5 complete 2-D video games with different objectives and varying content
- Used logic to test and create advanced calculations in Maple (Multivariable calculus)
- Helped save ~$6000 by assisting in programming a Gas Chromatography machine (3800 Varian GC)
- Made a game, site and credential system using Firebase, React, AJAX, JavaScript, Express and HTML

Links

- https://react-ui-dept-botanicalgarden.cloudapps.unc.edu/ (site down due to unpaid bill by dept.)
- https://gitlab.com/unc-cs-toolsmiths/CS-Grad-Tracking
- https://comp426-7149a.web.app

Accomodations

Membership to Coastal - leader in the student government at Coastal, the Spanish Club, the Social Science's club, the Graphic Novel club, the LGBTQ club, the Students Against Destructive Decisions club

Community Service - Healthy Kids Running rep, United Way/CHEW Rep, Worked with wounded warriors, part of many parades, representative of Coastal Carolina Community College for fundraising

References

Dr. Jeff Terrell - terrell@cs.unc.edu **| Dr. Diane Pozefsky -** pozefsky@cs.unc.edu **| Dr. Cliff Missen -** missenc@email.unc.edu