

# 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
- Practiced JavaScript, C++, C, MIPS, Python, Pandas, Numpy, Matplotlib, etc.
- 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
- Data Structures & Algorithms, Organization, Software design, Databases
- Prototyping experience with Adobe XD & Figma

## Experience

Aug 23, 2020 - Present

**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*

- Worked on a small team of two to create an organized work environment
- 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
- Created graphic components with Adobe and by free-hand in GIMP for the clients needs
- 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

May 15, 2017 - May 12, 2018

**Coastal Carolina Community College** - *State Employee - PASS Leader - Chemistry*

- Created lesson plans for each lecture
- Held online sessions to delve into class topics
- Submitted statistical analysis of students preference to help versus grade received
- Logged and monitored a database of participants

## Projects

- Designed 5 complete 2-D video games with different objectives and varying content
- Created small programs for simple business objectives (analysis of sales, tracking orders, profit/loss)
- 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>

## Accommodations

**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](mailto:terrell@cs.unc.edu) | Dr. Diane Pozefsky - [pozefsky@cs.unc.edu](mailto:pozefsky@cs.unc.edu) | Dr. Cliff Missen - [missenc@email.unc.edu](mailto:missenc@email.unc.edu)