Sebastian Dang

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EDUCATION

University of California, San Diego   La Jolla, CA
B.S. Computer Science   September 2013 – June 2017

TECHNICAL EXPERIENCE

- Expert in complex configuration and installation of hardware, operating systems, and software.
- Experience in designing, developing, implementing, and testing computer-based hardware and software.
- Proficient in high-level concepts regarding data structure and organization of computer systems and architectures.
- Languages – Java, C, C++, SPARC, OCaml, Python
- Operating Systems – Windows 00/7/8/10, Linux, Unix, OS X
- Tools – Microsoft Visual Studio, XCode, Unity, CMake, Vim, Git, SVN
- Libraries – OpenCV, Qt, OpenGL, GLM, FFmpeg

WORK HISTORY

Sports Media Technology   July 2017 – Present
Software Engineer
- Implement and evaluate dynamic rendering techniques for live broadcast software.
- Design and build adaptable graphical user interfaces for many different applications.
- Develop libraries and tools that serve to improve current applications.
- Manipulate pictorial data of known and custom video file formats.

Office of Engineering Computing   February 2015 – June 2017
Desktop Support and Web Development
- Provide end-user technological support for software and network related issues.
- Perform hardware repairs and replacements for video cards, motherboards, and hard drives.
- Administer work stations and printers for all staff in the Jacobs School of Engineering.
- Resolve Active Directory (AD) replication, group policy, and data migration issues.
- Design, develop, and maintain a variety of websites under the university domain.
- Use HTML, JavaScript, CSS to perform client side and server side changes.

University of California, San Diego   September 2016 – January 2017
Computer Graphics Course Tutor
- Provide valuable support in representation and manipulation of pictorial data.
- Implement photorealistic images using the standardized API, OpenGL.
- Design and deploy frameworks for utilizing OpenGL in Windows and OS X environments.
- Generate interactive images using procedural modeling with manipulations in real time.
- Construct and render complex objects using a custom scene graph data structure.

Pop Bar Anaheim Packing House   June 2014 – October 2014
Team Member
- Assure product is created with the highest quality and freshness.
- Engage with others in a fast pace work environment.
- Tend to customers directly while creating products that are fit to their satisfaction.
- Responsible for maintaining adequate level of supplies and ordering new items when necessary.