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 as part of the software development cycle.
- Proficient in high-level concepts regarding data structure and organization of computer systems and architectures.
- Languages – C++, C#, C, Python, SQL, Java, SPARC, OCaml
- Systems & Tools – Microsoft Visual Studio, XCode, Unity, CMake, Vim, Git, SVN, MySQL
- Libraries & APIs – OpenGL, GLM, Qt, OpenCV, FFmpeg, Google Logging & Test
- Operating Systems – Windows 00/7/8/10, Linux, Unix, OS X

WORK HISTORY

Sports Media Technology   July 2017 – Present
Software Engineer
- Implement dynamic rendering techniques in real time for live broadcast software.
- Design and build adaptable graphical user interfaces for use in a variety of applications.
- Improve and maintain current camera based 3D tracking systems.
- Manipulate and analyze color spaces to support efficient rendering and tracking.
- Develop core libraries and tools that serve to improve current applications.
- Work in agile environments and engage in continuous integration practices.

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.