Sebastian Perez-Delgado

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EDUCATION

Northwestern University — Evanston, IL
Bachelor of Science in ***Computer Science*** — June 2022
Kellogg Certificate program for undergraduates in ***Managerial Analytics***
Cumulative GPA: 3.4/4.0

SKILLS

Cloud and Networking: Azure, Service Fabric, REST API
Programming Languages: C#, Java, Python, C++, GO
Additional: Proficient in Spanish

RELEVANT EXPERIENCE

Microsoft, Redmond WA — June – September 2021
Azure Data, Summer Intern for Software Engineering

- Streamlined customer onboarding process for Azure Synapse customers by creating scripts that automated the initial pipeline set up instead of them doing it manually.
- Developed a script that would do GET requests, transform user data, and link other Azure accounts from the user to create a telemetry pipeline.
- Managed project's architecture design and coordinated with multiple Microsoft departments for feedback and feasibility of the project *(Azure Synapse, Geneva, Python. Service Fabric, C#).*

Microsoft, Redmond WA — June – September 2020
Azure Data, Summer Intern for Project Management & Software Engineering

- Implemented an artificial intelligence feature in Azure Synapse that enabled users to index and tabularize pools of data in a more efficient manner.
- The service would prompt customers to mount their data analytics workspace to Azure's AI platform. From their own workspace, customers can request their data to be scanned and categorized to aid in the data curating process.
- Created the backend service of the feature using a stateless service and container orchestrators *(Azure Synapse, Service Fabric, C#).*

TECHNICAL HOBBIES

Video Games — September 2017 – Present

- Designed a turn-based action game using Unity engine in 10 weeks and showcased it to my peers in my club. Main contribution was UI and creating enemy AI which used decision trees to make its best move.
- Developed my own game engine from scratch using Java and JavaFX. The game engine was used to develop a top-down shooter with basic movement, shooting, collision detection, and AI with decision trees.
- President of my university's video game development club where major responsibilities were teaching Git and Unity to new members and providing resources and direction for members developing their game.
- Organized events, at my university, where industry speakers gave talks and Q&As, most recent event was having Larry Hryb of Xbox participating.

Microcontrollers — September 2018 – Present

- Created a wearable communication device for a person with limited use of their hands to help them communicate since they also could not speak. I had to be conscious about the limited memory the microcontroller had and prioritized creating an interface for the user to be comfortable using.
- Expanding my understanding of systems and hacking with microcontrollers. Most recent project was making a USB that will put keyboard inputs when plugged in. This allows me to take control of a computer that the USB is plugged into.