SEBASTIAN RODRIGUEZ MEDINA

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https://portfolio-patch.vercel.app/

Work Experience:

Natural Languages: Spanish, English, and Japanese.
Technical Skills: Blender, C, C#, C++, CSS, Discord.py, Docker, Electron, FFmpeg, GDScript, GitHub, Godot 4, HTML, Java, JavaScript, jQuery, LavaPlayer, MongoDB, Next.js, Node.js, Oracle, PHP, Python, Rabbit MQ, React, Ruby, Scrum, SQL, Apache Spark, T-SQL, Tauri, Technical Writing, Trello, UE5, Unity, Vite, XML.

ABOUT ME:

I am a student at heart, and an aspiring game developer/web designer dedicated to learning and honing my skills in my spare time as I am determined to learn as much as possible as every experience matters. It was through this that I have made various passion projects that I am proud of. Engaging in these projects has also been a great source of knowledge and insight of the development process and invaluable hands-on experience required for my field.

EDUCATION:

University of Puerto Rico   Intended Grad: May 2025
B.S. Computer Science
Relevant Coursework: Intro & Advanced Programming, Calculus, Computer Architecture, Linear Algebra, Statistics, Data Structures, Operating Systems, Algorithms Analysis, Databases, Technical Writing, Computer Theory, Cybersecurity, Data Communication.

PROJECTS AND PROJECT MANAGEMENT:

- **Programmer, UI/UX Designer, and VFX Artist for Unity 3D:** Worked with programming, designing UI/UX, shader graphs, and visual effect graphs for video games using Unity 3D, which included: a single-player souls-like game, a multiplayer co-op puzzle solver, and a multiplayer co-op VR platformer.
- **Game Developer for Unreal Engine 5:** Designed and worked as a lead programmer, programmer, blueprint developer, UI/UX designer, and VFX artist on various video games using Unreal Engine 5, which included: orthographic 2.5D adventure game, and a top-down bullet hell game.
- **Game Developer for Godot 4:** Designed and worked on various Godot 4 games as a lead programmer, and UI/UX designer using GDScript on Godot 4, which included: a 2D multiplayer platformer, and a 2.5D strategy card game.
- **Interactive Wallpaper using Unity:** Used Unity 2D to create an android live wallpaper with Live2D Cubism which a 2D model can be used. The model can be interacted with by tapping on the screen.
- **Expandable Databases in SQL**: Created various expandable and scalable relational databases with a numerous amount of ERDs, these databases which were normalized, included warehousing data of a website about comics, managing data of a payment system of an app, storing data of rental movie and its clients, and the storage of data for buying and selling articles for an app about garage sales.
- **Music Desktop App:** Created a music app with Electron + Vite which plays audio files from either a local directory containing downloaded tracks or directly from online sources. Contains functionalities of a typical music player.
- **Music Streaming Website**: Worked with designing and managing as a full-stack developer of a synced music streaming platform, a user hosts a room, and other users can join in and sync with the current playing song. By using a YouTube API, it can search results, and play YouTube videos and playlists as songs.