

# SEBASTIAN RODRIGUEZ MEDINA

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

## PROFICIENCIES & SKILLS

**Natural Languages:** Spanish, English, and Japanese.

**Technical Skills:** C, C#, C++, CSS, Docker, Electron, FFmpeg, Figma, F#, GitHub, Go, Godot 4, HTML, Java, JavaScript, jQuery, Kotlin, Lua, MongoDB, Next.js, Node.js, Oracle, Pascal, PHP, Prolog, Python, Rabbit MQ, React, Ruby, Scrum, SQL, T-SQL, Tailwind CSS, Tauri, Trello, Typescript, UE5, Unity, Vite, XML.

## ABOUT ME

Aspiring game/web developer dedicated to learning and improving my skills in my spare time. Participated in a video game research team, where we developed various games using different engines, challenging us to learn new tools and adapt to diverse environments. Additionally, I have worked on several passion projects that provided valuable insights and hands-on experience in the development process.

## EDUCATION

### University of Puerto Rico - Bayamon

EGD: May 2025

Undergraduate B.S Computer Science

**Relevant Courses:** Intro & Adv Programming, Calculus, Computer Architecture, Linear Algebra, Statistics, Data Structures, Operating Systems, Algorithm Analysis, Databases, Cybersecurity, Data Communication, Computer Theory.

## PROJECTS/WORKS

**Unreal Engine 5 Game Developer** (Lead Programmer, UI/UX Designer, Technical Artist, VFX Artist, 3D Artist) May 2024 – Present  
Game Developer

- Designed and led programming efforts on a video game research team to compete in different competitive game jams, delivering game concepts under tight deadlines while fostering collaboration and creativity among team members.

**Music Stream Website** (Full-Stack Developer)

January 2024 – Present

Web Developer

- Served as a full-stack developer for a synced web music streaming platform, enabling users to host rooms and sync music playback using the YouTube API for searching and playing videos/playlists.

**Music Desktop App** (App Developer)

September 2023 – December 2023

App Developer

- Built a music application using Electron & Vite that plays audio files from local directories or online sources, featuring standard music player functionalities.

**Expandable Databases in SQL** (Database Developer)

August 2023 – December 2023

Software Engineer

- Created various expandable and scalable relational databases with a numerous amount of ERDs, 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.

**Unity Interactive Wallpaper** (Developer)

June 2023 - September 2023

App Developer

- Developed an Android live wallpaper using Unity 2D and Live2D Cubism, allowing interaction through touch motions.

**Unity 3D Game Developer** (Programmer, UI/UX Designer, Technical Artist, VFX Artist)

October 2022 – April 2023

Game Developer

- Participated in a video game research team, playing a key role in the development of various video games for game jams by designing gameplay mechanics, creating stylized shaders and VFX, and implementing user interfaces.