

# SEBASTIAN RODRIGUEZ MEDINA

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## Work Experience:

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

**Technical Skills:** C#, C++, CSS, Discord.py, Docker, Electron, FFmpeg, Fabric API, 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, Vercel, Vite, XML.

## ABOUT ME:

I am a student at heart, I am 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, Databases, Technical Writing, Computer Theory, Cybersecurity.

## PROJECTS AND PROJECT MANAGEMENT:

- **Unity Game as a Programmer, UI Designer, and VFX Artist:** Worked with programming, designing UI elements with Krita, and a little bit of shader graphs and visual effect graphs for video games using Unity 3D, which includes: a single-player souls-like game, a multiplayer co-op puzzle solver, and a multiplayer co-op VR platformer.
- **Video game using Unreal Engine:** Managed and created a single player 3D Unreal Engine game to familiarize with another game engine, the game is a 2.5D game with bosses, player abilities, interactable environments, and collectibles.
- **Platformer using Godot 4:** Designed and developed a simple 2D co-op multiplayer video game using Godot 4, the platformer can be played solo or multiplayer, the game is Mario-like style game with enemies that you could defeat and collect various collectives.
- **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.
- **Modded Minecraft:** Made a Minecraft mod using the Fabric API, this mod included blocks, items, entities, and console commands.
- **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 a directory. 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.