

# SEBASTIAN “PATCH” RODRIGUEZ MEDINA

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

## PROFICIENCIES & SKILLS

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

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

## ABOUT ME

Software Engineer with expertise in UI/UX Design, Game Development, and Web Development, dedicated to continuous learning and skill enhancement. Actively developing innovative video games in a startup in my spare time. During university, actively participated in a video game research team, where various different video games were developed using different engines tools, challenging us to learn new technologies and adapt to diverse environments. Additionally, engaged in numerous projects which provided valuable insights and hands-on experience in the development process.

## EDUCATION

### University of Puerto Rico - Bayamon

Graduated: May 2025

Undergraduate B.S Computer Science

**Relevant Courses:** Intro & Advanced Programming, Calculus, Linear Algebra, Discrete Mathematics, Statistics, Data Structures, Algorithm Analysis, Computer Architecture, Operating Systems Fundamentals, Databases, Data Communication, Cybersecurity, Computing Theory, UNIX Operating System, Legacy Systems.

## EXPERIENCES

### KONKONLABS (Co-Founder, Programmer, UI/UX Designer)

May 2025 – Present

Game Developer

- Co-founded KONKONLABS, an emerging indie game studio focused on creating innovative and engaging video games. Where I currently dedicate my free time, focusing on game design, programming, and UI/UX development.

### Unreal Engine 5 Game Developer (Lead Programmer, UI/UX Designer, Technical Artist, VFX Artist)

May 2024 – May 2025

Game Developer

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

### Music Desktop App (Software Engineer)

September 2023 – May 2024

App Developer

- Developed a music application using Electron and Vite that integrates music player functionalities, enabling playback of audio files from both local directories and online sources. Also migrated to Tauri to optimize resource consumption.

### Modular Databases in SQL (Full-Stack Developer)

August 2023 – December 2023

Web Developer

- Developed multiple expandable and scalable relational databases for various web applications, utilizing Entity-Relationship Diagrams (ERDs) to design the database structures. This includes creating a data warehouse for a comic website, managing a payment system, storing data for rental movies and their clients, and implementing data storage solutions for a garage sale website to facilitate the buying and selling of items.

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

September 2022 – May 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 and implementing gameplay mechanics, user interfaces, and creating stylized shaders and VFX.