# 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, Figma, Firebase, F#, GitHub, Go, Godot 4, HTML, Java, JavaScript, jQuery, Kotlin, Lua, MongoDB, Next.js, Node.js, Oracle, Pascal, Perforce, PHP, Prolog, Python, Rabbit MQ, React, Ruby, Scrum, SQL, T-SQL, Tailwind CSS, Tauri, Trello, Typescript, UE5, Unity, Vite, XML, .NET.

## ABOUT ME

Graduate Software Engineer with expertise in UI/UX Design, Game Development, and Web Development, dedicated to continuous learning and skill enhancement. Actively participated in a video game research team, where we developed various different video games using different engines tools, challenging us to learn new technologies and adapt to diverse environments. Additionally, engaged 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, Linear Algebra, Discrete Mathematics, Statistics, Data Structures, Algorithm Analysis, Computer Architecture, Operating Systems Fundamentals, Databases, Data Communication, Cybersecurity, and Computing Theory.

## PROJECTS/WORKS

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

**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 Interactive Wallpaper** (Software Engineer)                                    June 2023 – September 2023
App Developer
- Designed and implemented an interactive Android live wallpaper app utilizing Unity 2D and Android Studio, enabling user engagement and Android interactions through gestures with a Live2D avatar.

**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.