SEBASTIAN RODRIGUEZ MEDINA

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

Work Experience:

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

ABOUT ME:

I am a student at heart, and an aspiring game/web developer 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. Participated in a video game research team, where we developed various games using different engines, which challenged us to learn new tools and adapt to diverse environments. Additionally, I have worked on several passion projects that have also provided me with valuable insights into the development process and essential hands-on experience in 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/WORKS

- **Unity 3D Game Developer:** Participated and worked on a video game research team as a programmer, UI/UX designer, technical artist and VFX 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.
- **Unreal Engine 5 Game Developer:** Designed and worked on a video game research team as a lead programmer, 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.
- **Godot 4 Game Developer:** Designed and worked on various solo Godot 4 projects as a lead programmer, and UI/UX designer using GDScript on Godot 4, which included: a 2D multiplayer platformer, and a small cozy game.
- **Unity Interactive Wallpaper:** 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 various touch motions.
- **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 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 videos/playlists as songs.