SEBASTIAN RODRIGUEZ MEDINA

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

PROFICIENCIES & SKILLS

Natural Languages: Spanish, English, and Japanese.
Technical Skills: Blender, C, C#, C++, CSS, Discord.py, Docker, Electron, FFmpeg, Figma, F#, GitHub, Go, Godot 4, HTML, Java, JavaScript, jQuery, Kotlin, Krita, Lua, MongoDB, Next.js, Node.js, Oracle, Pascal, PHP, Python, Rabbit MQ, React, Ruby, Scrum, SQL, SWI-Prolog, 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 Arist, VFX Arist)   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.