

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

ABOUT ME

Software Engineer with expertise in UX Design and Game Development dedicated to continues learning and skill enhancement. Actively participated in a video game research team, where we developed various different video games using different engines and 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, Computer Architecture, Linear Algebra, Statistics, Data Structures, Operating Systems Fundamentals, Algorithm Analysis, Databases, Cybersecurity, Data Communication, Computing 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, developing games under tight deadlines while fostering collaboration and creativity among team members.

Music Stream Website (Full-Stack Developer)

January 2024 – December 2024

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.