Jack Sebben

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OBJECTIVE: Seeking employment in the spring, summer, or spring/summer of 2025.

EXPERIENCE

C Speed (Liverpool, NY) - *Software Co-op*
AUGUST 2023 – DECEMBER 2023

- Maintained and rebuilt a legacy C# application responsible for calibrating various embedded devices. Ensured that the application would work for future products successfully.
- Tested with the company testing team to ensure that new plugins were working and up to standards.
- Worked on a small development team for a new embedded product, working in C++. Used software such as Azure DevOps and Git to follow the software development process and push various updates.

L Street Corporation (Chicago, IL) - *IT Intern, Software Developer*
MAY 2022 – PRESENT

- Originally brought on as an intern, but promoted to main software developer due to technical proficiency.
- Becoming familiar with Ruby on Rails to solo-maintain an application of one of the company's subsidiaries.
- Used software such as GitHub and its branches to push independent changes live to the application.
- Used AWS for company storage of various documentation and creation/maintenance of application APIs.

Independent Projects
2017 – PRESENT

- Handful of individual video-game-creation projects; sometimes in collaboration with others.
  - 7+ years of experience with the Unity engine, as well as experience with other related packages.
  - Some games playable at yackseb.itch.io with GitHub at github.com/jacksebben.
- Developed a game-hosting website for my peers that lasted over a year; 100+ concurrent users.

SKILLS

PROGRAMMING LANGUAGES:
C#, Java, C, HTML/CSS, Python, C++, SQL, Typescript, Javascript, Ruby on Rails, Assembly

SOFTWARE:
Git/Github, React, DevOps, Amazon Web Services (AWS), Microsoft Office, Qt, Jira/Asana

TECHNICAL:
Typing average of 100+ WPM

LANGUAGE FLUENCY:
English, German (A2)

EDUCATION

Rochester Institute of Tech., Rochester, NY *- Bachelor of Science in Computer Science*
AUGUST 2021 – MAY 2026

- 3.8 GPA
- Dean's List for all semesters – Fall 2021, Spring/Fall 2022, Spring 2023
- $10,000 in merit-based scholarships
- Participated in Computer Science study abroad during the summer of 2024 in Osnabrück, Germany.
- Relevant courses: Computer Science 1&2, Computer Science Theory, Mechanics of Programming, Concepts of Computer Systems, Concepts of Parallel and Distributed Systems, Software Engineering, Principles of Data Management, Analysis of Algorithms, Game Design & Development I, Web & Mobile, Calculus I&II, Probability and Statistics, Linear Algebra, University Physics I