
Jack Sebben

610 Park Point Dr. Unit 4, Rochester, NY 14623

(630) 561-7203

johnjacksebben@gmail.com, jas8726@rit.edu

www.jacksebben.com

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

EDUCATION

Rochester Institute of Tech., Rochester, NY - *Bachelor of Science in Computer Science*

AUGUST 2021 – MAY 2026

- 3.8 GPA
- Dean's List all semesters – Fall 2021, Spring/Fall 2022, Spring 2023
- \$10,000 in merit-based scholarships
- 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

SKILLS

COMPUTER SKILLS:

PROGRAMMING LANGUAGES:

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

SOFTWARE:

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

TECHNICAL:

Typing average of 100+ WPM

LANGUAGE FLUENCY:

English, German (A2)

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 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 Study and Projects

2018 – PRESENT

- Handful of individual video-game-creation projects; sometimes in collaboration with others
 - Some games playable at <https://yackseb.itch.io/> with GitHub at <https://github.com/jacksebben>
 - Developed a game-hosting website for my peers that lasted over a year; 100+ concurrent users
 - Various mathematics proof attempts; efforts to solve difficult/unsolved math problems
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