

# Levin E. Sánchez Willems

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## EDUCATION

**Northeastern University**, Boston, MA

May 2025

Bachelor of Science, Computer Science and Business Administration | GPA: 4.00 / 4.00

Related Coursework:

- Fundamentals of Computer Science I & II, AP Computer Science A (Test score: 5)
- Discrete Mathematics, Calculus I for Science and Engineering, Business Statistics

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## SKILLS

**Programming**

Java • JavaScript • DrRacket • PHP • Python

**Web & Database**

HTML • CSS • XAMPP

**Languages**

English • Spanish • German • French

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## RELEVANT EXPERIENCE

**Sudoku Generator & Solver** | Java

Dec. 2021

Back-end Developer | [\(Video\)](#) — [\(GitHub\)](#)

- Used **Java** to develop an algorithm able to create and/or solve every possible valid Sudoku board.
- Using recursion techniques such as backtracking, developed an algorithm able to instantly solve any valid Sudoku board.
- With help of the solving algorithm, created a Sudoku generator, which produces a random and valid Sudoku board.

**Levin Sanchez Portfolio Website** | [HTML](#), [CSS](#), [JavaScript](#)

Dec. 2021

Full-stack Developer | [\(Website\)](#) — [\(GitHub\)](#)

- Used **HTML**, **CSS**, and **JavaScript** to create a personal high-quality website intended to serve as a portfolio.
- The website is up and running and open to the public on the internet.

**PantherHack** | [JavaScript](#)

Apr. 2021

Princeton Day School Hackathon, Full-stack Developer | [\(Game\)](#)

- Used **JavaScript** to develop a completely functional and interactive “choose your own adventure” history-quest game.
- Integrated media and design libraries from “Code.org” for the game’s visual representation and design.
- The user must answer History-related questions to advance through levels, where each answer leads to a different outcome.
- Designed a user-friendly interface that functioned seemingly in each of the game’s screens.

**Penny Pitch** | [Java](#)

Mar. 2021

Back-end Developer | [\(Video\)](#) — [\(GitHub\)](#)

- Used **Java** to create a functional and interactive a prize-winning Penny Pitch game.
- A 5x5 board is created where each of the 5 prizes to win appears on 3 randomly generated squares.
- After the board is created, the user randomly throws 10 pennies at the board by pressing a button.
- If all the spaces that say the name of one of the prizes are covered by a penny, then the user wins that prize.

**SC Uckerath** | [HTML](#), [CSS](#), [PHP](#), [XAMPP](#)

Apr. - June 2018

Website Prototype | [\(GitHub\)](#)

- Used **HTML**, **PHP** and **CSS** to design and code the sample prototype website for the soccer club of Uckerath, Germany.
- Used XAMPP to transition from a local test server to a live server and run the properties of PHP programming.

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## LEADERSHIP & VOLUNTEER EXPERIENCE

**HeadStart Fellowship** – Fellow

Jan. 2022 – Present

- Chosen from a large pool of applicants as of 40 fellows to participate in the nation-wide Technology, Finance, and Consulting HeadStart Fellowship program.

**Black Engineering Student Society (NSBE)** – Member

Sept. 2021 – Present

- Attended weekly meetings and participated in activities with the goal to increase support for Black Engineering students.

**Society for Hispanic Professional Engineers (SHPE)** – Member

Sept. 2021 – Present

- Attended weekly meetings and participated in activities with the goal to increase support for Hispanic Engineering students.

**Study Engine** – Volunteer

Mar. 2020 - June 2021

- Offered free tutoring to the children of those working on the frontline during the Coronavirus pandemic.

**Relay for Life** – Co-Leader

Dec. 2019 – May 2021

- Communicated with directors to organize The Relay for Life Run at my high school.

**Varsity/Club Soccer** – Captain

Sept. 2019 – May 2021

- Captain of my high school’s soccer varsity team and the ECNL (Match Fit Academy) during the spring season; Honorable mention New Jersey All-Prep Senior Year.