

Levin E. Sánchez Willems

[LinkedIn](#) | [GitHub](#) | [Website](#) | +1 (609) 610-7625 | sanchez.le@northeastern.edu

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.

SKILLS

Programming

Java • JavaScript • DrRacket • PHP • Python

Web & Database

HTML • CSS • XAMPP

Languages

English • Spanish • German • French

RELEVANT EXPERIENCE

10 Bullets Game

Feb. 2022

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

- Programmed in **Java** a fully functional game making use of java's image and world libraries for its visual representation.
- Implemented 10+ recursive algorithms able to check for collisions, split a bullet into multiple bullets, and add pieces to screen.
- Designed multiple layers of classes that worked seamlessly together by using dynamic dispatch.

Sudoku Generator & Solver

Dec. 2021

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

- Used **Java** to develop an algorithm able to create and/or solve every possible valid Sudoku board.
- Implemented recursion techniques, like backtracking, to develop an algorithm able to instantly solve any valid Sudoku board.
- Created a Sudoku generator with the solving algorithm, to produce a random and valid Sudoku board.

Levin Sanchez Portfolio Website

Dec. 2021

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

- Incorporated **HTML**, **CSS**, and **JavaScript** to create a personal high-quality website intended to serve as a portfolio.
- Launched my personal website, which is now up and running and open to the public on the internet.

PantherHack, Princeton Day School Hackathon

Apr. 2021

Full-stack Developer | [\(Game\)](#)

- Utilized **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.
- Designed a user-friendly interface that functioned seemingly in each of the game's screens.

Penny Pitch

Mar. 2021

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

- Used **Java** to create a functional and interactive a prize-winning Penny Pitch game.
- Implemented iteration techniques, like count and condition-controlled loops, to determine the position of the pieces and the winner of the game.

LEADERSHIP & VOLUNTEER EXPERIENCE

Disrupt - The FinTech Initiative at Northeastern University – Boston, MA

Feb. 2022 – Present

FIN4 Cohort Member

- Participating in workshops, learning both entrepreneurial and technical skills to build a FinTech startup.

HeadStart Fellowship – Remote

Jan. 2022 – Present

Fellow

- Chosen from a large pool of applicants as one of 40 fellows to participate in the nation-wide Technology HeadStart Fellowship program.
- Participate in various weekly fellowship meetings while expanding my professional knowledge about the technology industry.

Black Engineering Student Society (NSBE) – Boston, MA

Sept. 2021 – Present

Member

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

Society for Hispanic Professional Engineers (SHPE) – Boston, MA

Sept. 2021 – Present

Member

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

Study Engine – Princeton, NJ

Mar. 2020 – June 2021

Volunteer

- Tutored children of those working on the frontline during the COVID-19 pandemic.

Varsity/Club Soccer – Princeton, NJ

Sept. 2019 – May 2021

Captain

- Captain of my high school's soccer varsity team and the ECNL during the spring season. New Jersey All-Prep Senior Year.