

# Sebastian Patino

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## Education

**Bachelor of Science in Computer Science**  
University of Central Florida

**May 2018**  
**GPA: 3.1**

## Experience

### DaTraks

*Web Developer Intern*

**Orlando, FL**  
**August 2017 - Present**

- Created websites for an affiliated baseball league involving team registration and scheduling
- Worked closely with FlightScope's Strike machines that captured various performance metrics such as hit angle and hit speed
- Helped organize an affiliated tournament which brought in many schools for us to capture more data

### L1BRE

*Data Analytics*

**Miami, FL**  
**May 2017 - August 2017**

- Analyzed data of a project to revamp the taxi industry in Mexico City to compete with Uber
- Identified problems the project was facing in the early stages of deployment
- Researched the profiles of 5 Mexican cities to identify the best option for expansion
- Presented my data analytic findings and recommendations to the entire company, including the CEO and COO

## Projects

### Orlando City Injury Predictor

**August 2017 – May 2018**

*Back End Programmer*

- Designed a website for the Orlando City medical staff to track player injury risk in a 4-person group
- Worked together using an Agile Environment approach
- Outlined and developed the security elements of the project by creating password hashing and not storing plaintext passwords
- Programmed the ability for an admin account to have full control over other accounts
- Implemented an account creation and deletion system

### CFBL Website

**October 2017 - February 2018**

*Front End Developer*

- Designed a website to be used by 13 teams in the CFBL league to register players, coaches, fill out insurance forms, and check results, schedules, and locations
- Included forms with validations for player and coach registration
- Linked league schedule through google docs for easy access

### 2D Dungeon Crawler

**January 2017 - May 2017**

*Back End Programmer*

- Created a 2D Dungeon Crawler game via Java in a 5-person team
- Programmed the movement of the enemies as well as keep track of certain key factors such as the character's level, health, speed, attack, etc.
- Added a needed balance to the game by minimizing glitches to make the game experience more enjoyable

## Skills

**Front End Languages:** HTML, CSS, Razor, jQuery, JavaScript, Bootstrap, Ajax (All 1 year)

**Back End Languages:** C# (1 year), SQL (1 year), Java (3 years), R (1 year)

**Other:** Agile Environment, Git (2 years), ASP .NET (1 year), MVC (1 year)

**Coursework:** Databases, Process for Object Oriented System Development, Senior Design, Human and Technology Interaction, Programming Languages, Discrete Computational Structures, Object Oriented Programming, Security in Computing, Systems Software

**Languages:** Fluent in Spanish and English

**Campus Involvement:** Captain of Intramural Soccer team, Campus Activity Board