Sebastian Jacques Courdy

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EDUCATION

Quincy University

Quincy, IL | August 2021 – Present

Bachelor of Criminal Justice – GPA: 3.80

Quincy University

Quincy, IL | August 2021 - Present

Bachelor of Computer Science – GPA: 3.81

WORK EXPERIENCE

Ouincy University

Quincy, IL | August 2024 – May 2025

Teacher Assistant

- Assisted in teaching CSC 150 (Computer Programming (I)) and CSC 160 (Computer Programming (II)) at Quincy University, developing leadership and communication skills
- Helped students understand intermediate programming concepts and object-oriented programming concepts, fostering a collaborative learning environment.
- Supported the teacher in creating engaging lesson plans and providing one-on-one assistance to students.

Quincy University

Quincy, IL | August 2024 – Present

Tutor

- Tutored students in computer science courses, enhancing communication and leadership skills.
- Deepened understanding of programming, object-oriented programming, and algorithms.
- Developed strong problem-solving and critical thinking skills through hands-on teaching experience.

State's Attorney's Office

Quincy, IL | August 2023 – October 2023

Assistant States Attorney

- Assisted in court procedures and legal proceedings at Adams County Courthouse.
- Learned key skills necessary to work effectively in a courthouse setting.
- Collaborated with attorneys to prepare cases for trial and conducted legal research.

Walmart

Quincy, IL | November 2023 – Present

Digital Personal Shopper

- Prepared orders in the make and dispensed them to shoppers at Walmart in Quincy, Illinois, enhancing customer service.
- Engaged with customers to improve communication skills and maintain a friendly shopping environment.

Projects

Finance Tracker Application

July 2025 – August 2025

A secure desktop finance tracker built using JavaFX and SQLite that allows users to log in, track deposits and withdrawals, persist transactions, and export data to CSV. User Login & Registration: Secure login system that uses password hashing (SHA-256). Used SQLite to create a table for usernames (userTable) to manage credentials. Deposit & Withdrawal Tracking: Real time balance updates. Input validation and error handling. The transaction history is stored in SQLite.

Persistent Transaction History: All transactions are saved in financeTrackerTable. Reloads previous transactions from the database upon login.

Utility Functions: Clears all user data. Clear only the transaction history. Able to export transactions to a .csv file.

Interface: Built with JavaFX. Clean and user friendly layout with custom styling. Database Structure: userTable: Stores usernames and hashed passwords. financeTrackerTable: Stores each transaction with fields: transactionNumber, username, typeOfTransaction, amount, dateAndTime.

Skills: Java · JavaFX · SQLite · SQL

Machine Learning

Parkinson Disease Predictor

November 2024 – December 2024

In this project, I was initially tasked with cleaning a dataset. I did this by removing all the noise in the dataset (by replacing the null values with 0); I later learned that this isn't the best way to remove the noise. After removing the noise from the dataset, I then used matplotlib.pyplot to plot graphs to compare the data and analyze the data. Once understanding the data, I built a logistic regression model to predict the likelihood of someone having Parkinson's disease based on the data. I also built a support vector machine, which did the same thing as the logistic regression model. Afterward, I compared both models and came to a conclusion as to which model would predict better.

This project gave me an in-depth understanding of machine learning using Python, with additional API's such as pandas, NumPy, matplotlib.pyplot, and sklearn.svm. Through my studies, I understood the theory of machine learning. However, with the addition of

my end-of-semester project, I completely understood how to apply certain API's and build models.

Skills: Python (Programming Language) · Scikit-Learn · NumPy · Pandas (Software) · Matplotlib

Personal Profile Website

December 2024 – January 2025

I completed a personal portfolio website as a self-taught project, which took about a week to develop. This project was an important step in my personal growth, as it allowed me to apply and expand my skills in web design and development. Through HTML, CSS, and JavaScript, I designed and created a fully functional website to showcase my work and interests.

This project reflects my passion for learning independently and my commitment to continuous improvement. I took on all aspects of the website creation process, from conceptualization to design and coding. Each challenge I encountered helped me further develop my problem-solving abilities and attention to detail.

It was incredibly rewarding to see my efforts come together into a finished product that not only demonstrates my technical abilities but also highlights my ability to take initiative and manage a project from start to finish.

Skills: Web Development · Web Design · HTML · CSS · JavaScript

NAO Robot

August 2024 – December 2024

I worked on a project using a NAO robot to create a customer service assistant. The robot uses facial recognition to find a face, greets the user with "Hello, how are you?", and responds based on their reply. For positive responses, it says, "That is good," and for negative ones, it says, "That is bad, I am sorry." If it doesn't understand, it repeats the question until a valid response is given.

The project was challenging but rewarding. I discovered how complex working with hardware can be compared to software. Despite the difficulties, I gained valuable experience in robotics and hardware programming.

LEADERSHIP/ACTIVITIES/SKILLS

Quincy University

Division II Soccer Player (Goalkeeper)

Java – Intermediate

Programming Algorithms Cryptography

JavaFX – Intermediate

Python – Intermediate

Programming
Machine Learning

numPy-Intermediate

Machine learning

Pandas – Intermediate

Machine learning

SciKit-Learn – Intermediate

Machine Learning

SQLITE - Beginner

C – Intermediate

Programming