

# Sebastian Skontos

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## EDUCATION

<b>The University of Sydney</b> <i>Bachelor of Engineering Honours (Software)</i> <ul style="list-style-type: none"><li>Engineering Honours WAM of 83.2</li><li><b>Selected Coursework:</b> Discrete Mathematics, Data Structures &amp; Algorithms, Systems Programming, AI, Web Applications, Agile Development, Object Oriented Programming, DBMS</li></ul>	2022 – Present
<b>The University of Sydney</b> <i>Bachelor of Laws (LLB)</i> <ul style="list-style-type: none"><li>WAM of 79</li></ul>	2022 – Present
<b>Newington College</b> HSC ATAR of 99.50   Runner-up to Dux   House Prefect	2016 – 2021

## RELEVANT EXPERIENCE

<b>Casual Academic – School of Computer Science</b> <i>The University of Sydney</i> <ul style="list-style-type: none"><li>COMP2017: Systems Programming (S1 2025): I deliver workshops for over 600 students on topics including C programming, memory management, low-level system operations, and concurrency. Simplified complex concepts with live coding demonstrations and hands-on problem-solving, helping students overcome the unit's stigma and fear.</li><li>INFO1110: Introduction to Programming (S1 2025): I provide tailored support to over 1,200 students in foundational programming concepts such as control flow, recursion, and procedural design.</li></ul>	Dec 2024 – Present
<b>Software Engineering Intern – Enterprise Applications</b> <i>Avec Global</i> <ul style="list-style-type: none"><li>Automated critical business processes for the NSW and ACT scheme coordinator of the Return and Earn container deposit, significantly improving efficiency.</li><li>Developed a Python-based automation tool with a GUI to streamline refund eligibility checks for recycling facilities. Integrated Excel data parsing, rule-based compliance logic, and multithreaded progress tracking, reducing manual effort and <b>improving accuracy by over 80%</b>.</li><li>Authored a comprehensive operational manual outlining the tool's functionality, step-by-step usage, troubleshooting, FAQs, and version history. The guide streamlined onboarding and significantly reduced technical support requests, earning recognition from the client for its clarity and effectiveness.</li><li>Developed a Python script to process and <b>import ~700 IT service tickets</b> into Zendesk via API, reducing manual input time from hours to <b>under 10 seconds</b>. Implemented Excel data parsing, status filtering, priority mapping, and batch ticket creation, ensuring efficient and accurate ticket management.</li></ul>	Dec 2024 – Feb 2025
<b>Machine Learning Developer</b> <i>Insite Project Solutions</i> <ul style="list-style-type: none"><li><b>Led a team of 6</b> software engineering students to design and develop a computer vision system addressing safety compliance on construction sites by detecting the proper use of safety equipment.</li><li>Designed and implemented machine learning models using <i>OpenCV, PyTorch, TensorFlow, YOLOv8</i>, and <i>Weights &amp; Biases</i>, <b>achieving ~90% accuracy</b> in recognising safety gear.</li><li>Conducted data preprocessing, feature extraction, and hyperparameter optimization to improve prediction reliability and ensure the system's effectiveness in real-world environments.</li><li><b>Collaborated with stakeholders</b> to align the system with workplace safety standards, reducing risks and improving compliance monitoring on construction sites.</li></ul>	Jul 2024 – Dec 2024

- Conducted detailed contract reviews and negotiations for major clients, ensuring compliance with industry standards such as AS4000 and AS4902 construction contracts.
- Supported complex case preparation through meticulous research and documentation, enhancing problem-solving outcomes and ensuring accuracy in legal proceedings.

## PROJECTS

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### Portfolio Website | *React.js, Tailwind CSS, JavaScript* | <https://seb-skontos.github.io/>

- Developed a **React-based** personal portfolio website to showcase projects, skills, and experience in a sleek, interactive format.
- Styled using **Tailwind CSS**, ensuring a modern, responsive design optimized for mobile and desktop viewing.
- Deployed on **GitHub Pages**, utilizing version control and CI/CD principles to automate updates.
- Enhanced performance with **code splitting**, optimized asset loading, and **structured metadata for SEO**.
- Implemented **smooth animations** to improve user experience and **interactive features**, including a contact form.

### Full-Stack Music Streaming Web Application | *Django, Python, HTML, CSS, JavaScript* | [GitHub - Harmonize](#)

- Developed and deployed a scalable music streaming platform on an *AWS EC2* instance with *Nginx* as a reverse proxy, *uWSGI* for serving the application, and optimized static file delivery. Successfully handled **at least 5 concurrent users using a load balancer**.
- Designed and implemented **RESTful APIs for CRUD operations** on songs, playlists, and user profiles, leveraging *Django's MVT architecture*, *SQLite* for database management, and caching mechanisms to optimize performance.
- Integrated third-party services, including *Google OAuth 2.0* for secure authentication and *AssemblyAI API* for song lyric retrieval, enhancing user experience and system efficiency.
- Built a responsive frontend using *HTML*, *CSS*, and *JavaScript*, with *AJAX* enabling real-time updates and seamless navigation.

### Space Invaders Game | *Java, JavaFX, Gradle, Gang of Four Design Patterns* | [GitHub - Space Invaders](#)

- Developed a 2D game engine using *Java* to replicate *Space Invaders*, implementing mechanics such as enemy spawning, projectile firing, collision detection, and game state transitions.
- Applied **object-oriented programming (OOP) principles and design patterns** (Factory, Builder, State, Strategy, Singleton, Observer) to create modular and reusable code for scalable game development.
- Built interactive user interfaces with *JavaFX*, including start menus, in-game HUDs, and end-game screens, ensuring a polished user experience.
- Optimized game performance with double buffering, frame-rate control, and automated build processes using *Gradle* for streamlined compilation and packaging.

## SKILLS

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**Languages:** Python, Java, C, SQL, JavaScript, HTML, CSS, Swift

**Frameworks/Tools:** Git, Gradle, Flask, Jenkins, Django, Postman, Linux, Docker, Jira, Trello, Figma

**Speaks:** English (native), Greek (intermediate fluency)

## HOBBIES & INTERESTS

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I enjoy video games and escape rooms. I am a passionate NRL football fan.

## REFERENCES

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References are available upon request.