

SEBASTIAN CAIN

U.S. Citizen, Canada Work Permit

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EDUCATION

UNIVERSITY OF WATERLOO

Honors Computer Science
Expected Grad. April 2022
(5-year Co-op Program)

COURSEWORK

CS 137: Programming Principles
CS 138: Data Abstraction and
Implementation
ECE 124: Digital Circuits + Systems
CS 241: Sequential Programs
CS 245: Logic and Computation
CS 246: Object-Oriented Software
Development

LANGUAGES

PROFICIENT

Swift, Objective-C, Python, C

FAMILIAR

Java, C++

AWARDS

WATERLOO ENGINEERING

International Student Scholarship

APPLE WWDC 2017

Scholarship Recipient + Attendee

HACKBCA III

Best Mobile App + 3rd Overall

PENNAPPS WINTER 2016

Top 10

HACKBCA II

2nd Overall

EXPERIENCE

MAJESTYK APPS - iOS Developer

NYC, New York - January 2019 to April 2019

Took over development of sports betting app, HEATR, from previous developer, and communicated with client and in-house designer to develop all features for major versions v1.3.0 and v1.4.0.

Collaborated with two in-house iOS developers and client's team of backend developers on Audiomack, a music streaming app with over 2M users. Engineered features including social login with Facebook/Twitter/Google and commenting on songs/albums.

DRAPER AI - Mobile Engineer

Waterloo, ON - May 2018 to August 2018

Developed core features for Draper's Perpetua iOS app, utilizing MVVM architecture. Implemented unit testing with object mocking and dependency injection, increasing test coverage 5%. Worked closely with designers to conceptualize and implement interface components. Developed product features including an interactive animated product carousel, a post-signup email verification system, and a reorganization of the dashboard to include a three-level data visualization drilldown.

PLUTONIUM APPS - Contract iOS Developer

Atlanta, GA (Remote) - January 2016 to March 2017

Developed and maintained several large scale iOS apps for various clients through Plutonium Apps, including initial development of 7 Weeks and local database conversion to Core Data with Grades.

SHIPPA - iOS Developer Intern

NYC, New York - Summer 2016

Implemented new features for Shippa's native iOS app, including a system of custom alert controllers, Instagram API integration, theming for different types of accounts, and other UI fixes and features.

PROJECTS

QUADCOPTER - SE101 - November 2017

Built and programmed a fully functional quadcopter using an Arduino Uno. Developed a mobile app to remotely calibrate the quadcopter before takeoff and control the quadcopter's movement over Bluetooth while in the air.

REPPIN - HackBCA III - April 2016

Created Reppin, a virtual personal trainer that utilizes OpenCV to track one's movement to count the number of pushups one does in real time, and uses a text-to-speech converter to count reps and sets out loud.

MAGICPEN - PennApps - Jan 2015

Created MagicPen, a remote drawing app that uses the built-in magnetometer in the iPhone, extracts its raw data, and converts a polar plane into a Cartesian plane in order to track a remote magnet pen's coordinates. Then, it maps the coordinates, and traces lines as you write in real-time.