

SEBASTIAN VELASCO

Bachelor in Computer Science | Game Programming Student



About Me

I am a dedicated and adaptable game programmer with strong problem-solving skills and a passion for creating interactive experiences. I enjoy collaborating in teams, learning new technologies, and applying my C++ and Unreal Engine expertise to deliver high-quality projects.

Education

Bachelor of Science in Computer Science

Universidad Salesiana, Quito, Ecuador

Feb 2017 – Dec 2022

Game – Programming with Co-op (in progress)

Centennial College, Ontario, Canada

Expected Graduation: Apr 2027

Skills

- Strong Work Ethic
- Problem-Solving & Critical Thinking
- Teamwork and Collaboration
- Adaptability and Flexibility
- Enthusiastic and Results-Oriented
- Self-Motivated and Proactive
- Passionate about Game Development
- Proficient in Unreal Engine (Blueprints & C++)
- Game Project Development (from concept to publishing)

Languages

- Spanish: Native
- English: Advanced (speaking, reading, and writing)

Certificates

- Unreal C++ Developer: Learn C++ and Make Video Games – GameDev.tv / Epic Games | Feb 2021 – Apr 2021
- Learn Advanced Modern C++ – Online Course | Nov 2022
- Learn Multithreading with Modern C++ – Online Course | Aug 2023

Experience

Systems Programmer

Coelec, Cayambe, Ecuador | Jun 2022 – Jun 2024

- Developed the company website.
- Built a linking system between applications.
- Gained experience meeting deadlines and delivering on time.

Independent Developer (Unreal Engine 5)

Nov 2022 – Jul 2024

- Developed games using C++, OOP, Sockets (WinSock2), and Multithreading.
- Published projects on Google Play Store and Steam.
- Applied critical thinking and preplanning for efficient development.

References available upon request