SEBASTIAN VALDIVIA

Year 4, Computer Science with minor in Commerce

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TECHNICAL SKILLS

Programming Languages	
	General: ·C ·C++ ·C# ·OpenGL ·Ruby-Opscode Chef ·Python
	Web: ·Java ·PHP ·Javascript ·HTML ·JSP ·Servlets ·REST API
	Database: ·AmazonAWS: SQS, DynamoDb ·MySQL ·PostgreSQL
Other Technologies	·Unity 3D ·3DStudio Max ·Adobe Photoshop, Illustrator, Flash, Premiere ·Git ·LaTeX

TECHNICAL WORK EXPERIENCE

Co-op Software Development Engineer   September 2014 - December 2014
Hootsuite Media Inc. - Publisher Team

- Implemented the tag and search functionality for assets in the content library using JQuery, BackboneJS, UnderscoreJS, EJS, LESS and PHP.
- Added paywall functionality to restrict access to content library and supported different types of hierarchical access.
- Implemented new save draft and templates workflow for the message box using Javascript and dark launching techniques.
- Cleaned and removed old code for templates and worked with the team to implement the new version.

Software Development Engineer Intern   May 2014 - August 2014
Amazon.com Inc. - Goodreads Tech

- Designed and developed an end-to-end prototype to implement push notifications in the Goodreads on Kindle Android app.
- Worked with product team to define and scope the feature.
- Implemented a new Java web service using REST API, DynamoDB and SQS queues.
- Designed backend architecture to support device interaction with web service.
- Integrated web service with several existing AWS services.
- Developed unit tests to evaluate end-to-end product functionality.

Work Learn - Technical Lead - Software Developer   September 2013 - August 2014
University of British Columbia - CALP- Future Delta 2.0 Project

- Programmed game features in C# for Unity 3D.
- Designed and developed the Carbon Vision tool along with its integration to other visions.
- Contributed with the development of the project by introducing a ticketing system, version control and serving as an advisor for video game design.
- Programmed a database system and its API to manage objects for the vision tool and the scoring system.
- Integrated the GUI design into the game.

Co-op Software Developer - Math Prep Course Project   May 2013 - August 2013
University of British Columbia - Department of Mathmatics

- Designed and created SCORM-conformant interactive content in HTML5 and Javascript.
- Lead the technological design and implementation of the online course.
- Developed a Blackboard Learn dynamic building block using JSP and Java to display user progress throughout the course.
- Researched and prototyped SCORM technologies for creating content for Learning Management Systems
- Implemented and tested all components of the course on Blackboard Learn

Co-op Software Engineer (Online)   January 2013 - April 2013
Blackbird Interactive Inc.

- Developed in Ruby-Opscode Chef recipes to automate server deployment. Created automatization for PostgreSQL server-client and Jasper Reports Server.
- Modified Chef recipe to run PHP database migration scripts and modified their structure to improve automatization.
- Tested and finished the configuration of the web server to allow connections with the game in Unity.
- Revived the analytics system and designed the game analytic reports in Jaspersoft iReport for the game.
- Created a dynamic web application prototype using HTML 5, PHP and Javascript.

System Administrator Assistant   February 2011 - May 2011
   Florida Institute of Technology–Information Technology –Enterprise Systems
   - Developed an account request web form for the Information Technology website using PHP, HTML and Javascript to replace the existing one written in Adobe ColdFusion.
   - Worked on migrating the current database system for the "Key Access Request System" from MS SQL to MySQL to add new features and increase efficiency.

TECHNICAL PROJECTS

Personal Projects
   - Developing a mobile 2D game in Unity 3D.   September 2014 - Present
   - Developing my website using Javascript, HTML5 and Google App Engine.   November 2014 - Present
   - Created a tank video game with destructible environment in Unity 3D.   February 2014
   - Created a multiplayer video game in Unity 3D (C#) in a group of five.   January 2013
   - Developed two simple games in Unity 3D.   March 2013
   - Created a stack calculator using Objective-C.   June 2012

Academic Projects
   - Used python to simulate image and texture sampling algorithms   February 2014
   - Programmed a basic web server in C   November 2013
   - Programmed a ray tracer in C++ and OpenGL: November 2012
   - Programmed and animated a 3D robot in C++ and OpenGL: October 2012
   - Programmed a rocket video game in C++ and OpenGL: September 2012
   Involves mouse and keyboard control, lightning and collision detection.
   - Analyzed and debugged the open source code for Notepad ++:   January 2011 - May 2011
   Fixed five bugs reported in sourceforge.net.

AWARDS / HONORS
   - Distinguished Student Scholar   May 2011
   - Outstanding Sophomore in Computer Science   May 2011
   - Member of PHI ETA SIGMA Honor Society   August 2010 - present
   - Part of the Florida Institute of Technology 's Dean's List   January 2010 - May 2011
   - Academic Scholarship Award - *Florida Institute of Technology*   August 2009 - May 2011

EDUCATION

Bachelor of Science, Computer Science with minor in Commerce   Anticipated graduation date: April 2015
University of British Columbia, Vancouver, BC, Canada   GPA 76%

Bachelor of Science, Computer Science   August 2009 - May 2011
Florida Institute of Technology, Melbourne, FL, United States   GPA 3.94/4.0

MEMBERSHIPS AND CONFERENCES
   - Code Wars - *Electronic Arts global Hackaton*   February 2014
   - Alpha Kappa Psi - *Professional Business Fraternity*   November 2013
   - Unite 2013 - *Unity 3D conference*   August 2013
   - Global Game Jam   January 2013

   - Student Leadership Conference   January 2012
   - Game Design Club   September 2009- February 2010
   - Association of Computer Machinery   August 2009-present

INTERESTS
Computer graphics, graphic design, film, animation, game design, video games, drums and percussion, cooking, jazz, and music in general.