Sebastian Vega

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Summary

Currently a Computer Science Co-Op student at Sheridan College, with a specialty in Data Analytics. A big fan of agile development methodologies with experience in object-oriented programming using industry standard design patterns. Has a good understanding of data structures and algorithms. Considered a passionate problem solver and a very adept learner.

Technical Skills

Languages: Python, Java, C#, C++, SQL, JavaScript, HTML/CSS
Frameworks: React, ASP.NET Core, .NET MAUI, Node.js, Springboot, DJango
Developer Tools: Git, Github, Jira, Figma, Docker, VS Code, Visual Studio, Neovim, HDFS, Flume, Apache Spark, WSL

Projects

BearTracks | *React, Mapbox, Express, Gemini*   Jan 2025
- Collaborated with a team of 3 other developers to create an interactive progressive web-application with the purpose of providing on campus location support for Sheridan Students
- Implemented frontend designs in React and designed/implemented backend in ExpressJS
- Won first place at Hackville 2025 with this project

Concord | *C#, ASP.NET, SQLite*   Nov 2024 – Present
- Collaborated with classmates to create a web-application using ASP.NET intended for use as a messaging app in an enterprise setting
- Implemented websocket server using the SignalR websocket framework in C# and client-side server calls using JQuery

UTMC | *React, React Three Fiber*   March 2024
- Collaborated with one other developer to create the University of Toronto's Minecraft Club website, including 3D models with react-three-fiber

PulsePoint | *M.E.R.N*   Feb 2024
- Worked with a team of two other developers as part of Deerhacks 2024; designed and developed a centralized EMR(Electronic Medical Record) system utilizing blockchain security to ensure data-safety
- Implemented secure authentication services, client and patient dashboards, and an AI powered health analysis chat-bot

GitMania | *HTML, CSS, JS*   Jan 2024
- Developed with a team of three other hackathon members as part of Hackville 2024; collectively developed a functional web-based game with the aim to teach newcomers to git the concepts behind basic git commands
- Created an integrated terminal for users to interact with the basic git commands and graphics constructed with the use of a popular javascript graphics library(pixi.js)

Conway's Game of Life Simulator | *.NET MAUI*   Sep 2023 – Oct 2023
- Collaborated with classmates to create an emulator of Conway's Game of Life
- Implemented cell level logic using a buffer system
- Optimized cell logical evaluation by pruning cells with no "living" neighbors

EXPERIENCE

Lead Instructor
Dec 2022 - Sep 2024

Code Ninjas
Oakville, Ontario

- Entrusted with the supervision and management of other Instructors
- Built relationships with company clients by communicating with these clients to ensure the timely resolution of concerns
- Supervised students, answering any questions pertaining to the programming concepts being taught and the cleaning of the unit
- Prepared a comprehensive Python curriculum including presentation slides and a project to be created throughout the course

Contract Developer
Jul 2024 - Oct 2024

Ryan Levi Realty
Remote

- Contracted to create an informative website, featuring company details, client quotes, and contact features using React.js in the frontend and Node/Express.js for the backend
- Collaborated with client to understand site requirements and access media assets
- Cooperated with a designer to implement UI components designed in Figma

Junior Developer
Jul 2020 - Sep 2020

TagTeach LLC
Remote

- Interned at a startup with the goal of creating simple and accessible grading tools for teachers
- Built a web application with HTML, Python, and Django; built and deployed a full-stack web application
- Interacted with the Project Manager to gather requirements for frontend development tasks

EDUCATION

Sheridan College
Oakville, ON

Honours Bachelor of Computer Science, speicalty in data analytics.
Sep. 2022 – April 2026