

YNAH SEBASTIAN

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Software Engineer

■ *Web Design/ Development* ■ *Relational Database Systems* ■ *PLM Software (Teamcenter/PTC)*

Technical Skills

HTML, CSS, Java, JavaScript, XML, J2EE, REST, Visual Studio, Eclipse, SQL, MS SQL Server, Oracle, MySQL, jQuery, Node Js, React JS, C, Apache Tomcat, JBoss Spring Framework, Hibernate, Git, SVN

Work Experience

Software Engineer, March 2019 to Present – EQ TECHNOLOGIC COSTA MESA, CA

Develop, customize, and implement Java plugins to connect client databases to Product Lifecycle Management software systems.

- Spoke with clients to gather and document requirements for changing software solution needs.
 - Enhanced reporting software using HTML and CSS to parse data with Java and PD4ML.
 - Developed custom plugins using Java and SQL to connect to different client database environments.
 - Deployed and configured application servers in testing and production environments to successfully integrate with customer's in-house database systems and enable functionality of implemented solutions.
 - Maintain logical processes and implement technical understanding of client requirements to deliver completed projects on time or ahead of schedule.
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Projects

Front-End Programmer | **DIY Knot** Wedding Planner Site

- Design an aesthetic website while researching front-end frameworks with a team of other programmers.
- Coded a user-friendly interface using HTML, CSS, JavaScript, and jQuery

Back-End Programmer | <https://github.com/ymsebast/FridgeBridge>

- Collaborated with a team to integrate IoT capabilities into a refrigerator and send output data from multiple hardware sensors to an online database.
 - Research JavaScript APIs to use sensor data and gather nutritional facts read from an Android mobile app.
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Education

UNIVERSITY OF CALIFORNIA IRVINE – Irvine, CA, April 2019

Full Stack Web Development Bootcamp

An intensive 24-week long boot camp dedicated to designing and building web applications.

UNIVERSITY OF CALIFORNIA IRVINE – Irvine, CA, March 2019

Bachelor of Science in Computer Engineering, GPA: 3.48

Hands-on engineering course covering a broad range of both computer software and hardware.