

Sebastian Coronado

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EDUCATION

Vistula University

Bachelor of Arts in Computer Science

Warsaw, PL

Sep. 2022 – Present

EXPERIENCE

Freelance Developer

Jan 2022 – Present

Fiverr

Warsaw, PL

- Built full stack websites with the implementation of fully functional shopping systems for ecommerce projects.
- Played a key role in enhancing the user experience of a client's website by implementing and debugging numerous UI features and components. Through close collaboration with the client and careful attention to user feedback, I was able to identify areas where the UI could be improved, and developed solutions that met both functional and aesthetic requirements.
- Taught 2 students the basics of frontend development (Javascript, HTML/CSS) and mentored them throughout the concurrent meetings that were held.
- Developed a portfolio of games using the Godot engine and GDScript, demonstrating proficiency in game design, programming, and optimization. With GDScript, I was able to write efficient and expressive code that allowed me to implement complex gameplay mechanics, AI systems, and UI elements. Throughout the development process, I paid close attention to performance, employing optimization techniques such as "object pooling" to ensure that the games ran smoothly on a variety of devices. As a result, I developed a strong foundation in game development, which I continue to build upon with each new project.

Junior Game Developer

Aug. 2022 – Dec. 2022

CouchBroGames

Warsaw, PL

- Implemented complex game mechanics and well structured UI into an upcoming game: Survivor.
- Worked in the prototyping and release of the game: World Of Naples.
- Presented sophisticated and methodical reports explaining features and mechanics that should be added into the project.
- Worked in an agile environment with weekly meetings to present our work through git branches.

PROJECTS

Feed | *Typescript, Next.js, Auth, React, Firebase, Tailwind*

June 2020 – Present

- Created an elegant and user-friendly design using a minimalistic approach that emphasizes clarity and simplicity. The design was crafted using TailwindCSS, resulting in a modern and professional look that appeals to users of all ages and backgrounds. By optimizing the design for various devices and screen sizes, the application became more accessible and user-friendly.
- Engineered a dynamic data fetching system for a website, optimizing rendering methods to improve performance and enhance the user experience. By analyzing the needs of each page and varying rendering methods accordingly, the website achieved faster load times and reduced server load, resulting in users obtaining information quicker, such as improved user engagement and higher conversion rates. Furthermore, the tweaks made to the rendering methods had the added benefit of improving the website's SEO, making it easier to discover and rank in search engine results pages.

Talkanger | *Javascript, React, Socket.io, Node.js, Express, Bootstrap*

May 2018 – May 2020

- Architected and implemented a robust communication system between the backend and frontend of a web application using websockets. By leveraging this technology, I was able to establish a constant and reliable channel for real-time data exchange.
- Designed the overall website concept/layout using a simplistic and elegant but efficient responsive design.
- Implemented an entire anonymous room system where two computers would connect through sockets to chat.

TECHNICAL SKILLS

Languages: Javascript, Typescript, HTML/CSS, Python, C, SQL, NoSQL

Frameworks: React, Next.js, Firebase, Bootstrap, TailwindCSS, MaterialUI, MongoDB, Node.js, Express

Developer Tools: Git, VS Code, Visual Studio

Languages: English, Spanish