

Sebastian Lewicki

Software Engineer, 8 years professional experience

Montville, NJ

(201) 873-8523

slewicki@fullsail.edu

slewicki.com

Professional software and hobbyist game developer; with strong fundamentals in software development and team management; seeking a career in software development to further challenge existing skills while learning new skills on the latest technology to constantly push myself forward.

Skills

- C/C++
- C#
- MySQL
- MS SQL Server
- PostgreSQL
- XML
- XAML
- Unix scripting (bash)
- Windows scripting (batch, powershell)
- .NET
- STL
- Open GL
- Open CV
- Direct X
- Object Oriented Programming
- Data Structures and Design Patterns
- AI Algorithms
- Linear Algebra and Physics
- Unreal Engine 4
- Visual Studio (2005 – 2017)
- SQL Server Management Studio
- Tortoise SVN
- Git
- Microsoft Office

Experience

DeltaBlaze, Inc.: Dec. 2011 – Present

Skills used: C/C++/C#, XAML, Tortoise SVN, Git, MS SQL Server, SQL Server Management Studio, Visual Studio 2010, Unix/Windows Scripting

- Senior Software Developer
 - Handled development on both C/C++ server and C#/.Net 3.5 client applications
 - Worked on database table design and management need by server-side application
 - Created several server modules with features requested by clients
 - Worked on optimizing existing features to decrease memory footprint by 20-50% and to decrease system startup time by an additional 40%
 - Managed small team of 2 to delegate tasks and improve development workflow
 - Worked with clients, over the phone and in person, to help familiarize them with the system and understand how they use the system to make improvements
 - Helped out with infrastructure enhancements and setting up new Linux and Windows production environments

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Repucom International: May 2010 – Nov. 2011

Skills used: C/C++/C#, PostgreSQL, Tortoise SVN, Visual Studio 2005

- Software Developer
 - Handled research and development on image recognition engine for finding advertisements and company logos in video and images
 - Worked closely with hardware team to develop software for examining videos with proprietary capture cards
 - Worked with sales team and clients to help prioritize tasks to meet deadlines
 - Maintained legacy software while creating new optimized software

Personal Development

- Worked on multiple projects to learn and understand new technologies and engines
- Read white papers and tutorials to understand new concepts and design patterns
- Worked with friends to create small game demos

Education

Full Sail University: Sept. 2007 – July 2009

- Graduated with a Bachelor's of Science in Computer Science with a minor in Game Development and Design

Bergen County Community College: Sept. 2006 – May 2007

- Took introductory classes on Computer Programming, Networking, and Computer Diagnostics

Interests

- Video and board games, hiking, go-karting, auto and rally cross