

Sebastian Marino

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Skills

Unity, C#, C, Java, Javascript, Python, MongoDB, NodeJS, Express, Axios, Git, HTML, VSCode, Eagle, LTSpice, Vivado, Soldering, PCB design/testing, Arduino, Adobe Photoshop/Illustrator/Premiere

Projects

Straight-A-Shooter <https://suhbaschin.itch.io/straight-a-shooter> Winter 2024

- Worked as the lead developer on a team of four to design and create a college-themed roguelike top-down shooter/bullet-hell game with the Unity engine
- Followed industry game design concepts throughout the development process, including regular playtesting sessions
- Implemented procedural room generation, the entire player controller, enemy behavior, the end-game boss fight, randomized power-ups, and a skill-based scoring system which assigns the player a grade upon beating the game.

Game Jams <https://swndl.itch.io/> Summer 2023

- Solo developed a 2D top-down space survival shooter over the course of a week for the “My First Game Jam: Summer 2023”
- Solo developed a 2D platformer with unique moving-platform mechanics over the course of a week for the “1-BIT JAM”

Senior Capstone <https://github.com/SebastianMarino28/RaspberryPiFirmware> Fall 2023 - Winter 2024

- Lead a team of four as the project manager in the development of a smart sensor system and companion web-application for atmospheric water generators
- Developed python software for a raspberry pi which automatically collected, organized, and facilitated the transfer of raw data from the sensors to usable metrics displayed on the web-application

ListTogether (React.js) <https://github.com/DillonRego/ListTogether> Winter 2023

- Worked on an agile software development team of four to create a customizable todo list web application over the course of 6 weeks
- Utilized Axios calls from the frontend to the backend, which then accessed MongoDB to store, create, and edit our original data structures
- Main contributions: image upload and delete functionality, as well as integration of the images into the list data structure, and full implementation of the ability to edit existing lists

Chat (C) Winter 2023

- Created client and server programs which use TCP socket connections to send packets containing messaging data
- The client is capable of having multiple instances running at the same time which can communicate with each other by sending commands to the server
- Singlecast, multicast, and broadcast functionality

OTTER RISC-V Assembly Microprocessor Final Project Fall 2021

- Developed the OTTER Microprocessor based on the RISC-V instruction set throughout the quarter
- Interfaced my completed processor to display on monitors through VGA connection and run a simple snake-like game where the player must pick up as many randomly spawned dots as they can without the time running out

Work Experience

Cal Poly Computer Engineering Department (San Luis Obispo, CA)

Jul 2022 - Jun 2023

Lab Technician

- Operated and maintained laboratory equipment, including troubleshooting and calibration as needed
- Collaborated with laboratory staff and other professional members in the department to ensure our labs were safe and ready for continued student use
- Assisted professors and department staff with event coordination and organization of lab equipment and procedures

Education

California Polytechnic State University, San Luis Obispo

Expected Graduation 2025

Bachelor of Science, Computer Engineering