

Sebastian Velasquez

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Summary

I started my professional path as a front-end developer in 2011. I worked on projects for different purposes, but all of them aimed to create great user interfaces. My interest in user interfaces motivated me to study user experience, which helped me to strengthen my skills. That way, I feel confident in giving suggestions to designers, with whom I feel confident to work. I prefer to work in teams with clear objectives and good organization. I feel comfortable working with agile methodologies.

Technical Skills

Programming Languages:	Typescript, Javascript, Java.
Libraries & Frameworks:	Threejs, Reactjs, React Native, Nextjs
IDEs:	Android Studio, Eclipse, Sublime Text, VS Code.
Version Control Systems:	Git
Databases:	MySQL, SQLite, Firebase, MongoDB
Operating Systems:	Linux, Windows.
Languages:	Spanish, English.

Work Experience

React developer: Vanguard-X / Ascential, Online

June 2022 - Present

I worked as a maintainer of a B2B system built with Reactj and Nextjs. The system was focused in the creation of reports for the fashion industry. The maintenance included fixing bugs, adding new features and refactoring the user interface.

Mobile developer: Upstart13, Online

November 2020 - June 2022

I worked in the implementation of several mobile applications using React Native including an app for a geolocalization system, and a fictional podcast. Part of the work required leading the team for the mobile development.

Web developer: Freelancer, Online

November 2018 - November 2020

I worked on different projects for the web, especially those developed with React and 3D. Also, I have implemented several solutions using computer vision techniques.

3D and web developer: NYQuicksale, Online

April 2011 - May 2016

I implemented several algorithms for 3D manipulation (FFD, Polygon finding, Clipping, Extrusion, Sweep line, Grouping, Unfolding, Bezier curves, etc.), and created the core structure of the web application.

Project Experience

[WGSN](#): Maintenance

March 2023

A forecast system that provides information and insights to the fashion, beauty, and lifestyle industries. The work included fixing bugs and adding new features to the user interface along with planning new releases with designers, managers and clients.

[Apollo Podcast](#): Implementation

May 2022

A mobile application for fictional podcasts. The work required planning and defining new releases based on user's feedback along with fixing bugs, improving performance oriented to enhance user experience, and adding new features over legacy code.

VPS-MSRS: Implementation

December 2021

A mobile application for a multi-source reckoning system. The project started from scratch, which required the definition of the architecture along with different tasks to implement the solution. A key part of the work was preparing and presenting demos for fundraising.

[Vision](#): Implementation

August 2020

A landing page with 3D objects for the user to interact with. It was implemented from scratch with Reactjs and Threejs.

[Farmpolitik](#): Implementation

July 2020

A 3D board game strategic discrete game for two players, who can communicate in an integrated chatroom. It was implemented from scratch with Reactjs, Threejs and Firebase

[AnalyzeCeph](#): Implementation

November 2019

A web application to create cephalometric analysis. The work required to add new features using existing code. Also, part of the documentation was created since there was none.

[Numbers](#): Design and Implementation

September 2019

A casual game made for a single game to play against a simple artificial intelligence. The work included design, development, and documentation from scratch. This personal project was implemented using Reactjs and Redux.

[AnkiGame](#): Design and Implementation

August 2018

A gamified version of the educational tool AnkiDroid. The work required the evaluation of the existing user interface, design of the gamification strategy, and implementation of the solution. The distinctive characteristic of the solution was the inclusion of a casual game as an additional motivational element. It was coded with Reactjs and Android.

[Skin filter](#): Design and Implementation

November 2017

A Chrome extension that detects and filters human skin in images of websites. The extension is an adaptation of another one, which is required to modify and extend the source code to implement computer vision algorithms and probabilistic analysis. The objective of the tool is to protect vulnerable audiences by hiding explicit content.

[3D editor application](#): Development

May 2016

A web application to design and create objects for 3D printing purposes. The application is intended to be easy to use for novice and advanced 3D users. The contribution to the project included the implementation of more than 20 algorithms and specific features for the application and the process management of a team of six members.

Education

Postgraduate

The University of Edinburgh, MSc Artificial Intelligence

Edinburgh - UK | 2018

Undergraduate

Escuela Politécnica Nacional, BS in Electrical Engineering

Quito - Ecuador | 2009

MOOC

Udacity: Android Development, Mobile Development, Digital Marketing, UX Design, Product Design.

Online | 2016 - 2019