

SEBASTIAN CAIN

iOS Developer/Designer

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EDUCATION

STUYVESANT HS

NYC, New York
Grad. July 2017

COURSEWORK

SOFTWARE DEVELOPMENT

Python
Web Apps with Flask

SYSTEMS PROGRAMMING

C
Low-Level Coding/Mem. Mgmt

AP COMPUTER SCIENCE

Java
Algorithms and Data Structures

ONLINE COURSES

HTML, CSS, Javascript, jQuery,
Python, Objective C, Swift

SKILLS/LANGUAGES

PROFICIENT

Objective-C
Swift

FAMILIAR

Python
HTML/CSS
Java
C

DESIGN

Sketch
Icon Design
iOS App Design

POSITIONS

Web Editor @ **STUY SPECTATOR**
Director of Design @ **STUYHACKS**
President @ **STUY3D**

EXPERIENCE

SHIPPA - iOS DEVELOPER INTERN

Long Island City, New York - Summer 2016

Implemented new features for their native iOS app, including a system of custom alerts, Instagram API integration, theming for different types of accounts, and designed and implemented many other UI features.

PLUTONIUM APPS - CONTRACT iOS DEVELOPER

Remote - Atlanta, GA - Jan 2016 to Present

Developed and maintained several large scale applications for various clients through Plutonium Apps, including Qollaboration and 7 Weeks.

KEEP - iOS DEVELOPER INTERN

NYC, New York - Summer 2015

Worked on animations and complex user interface controls for Refill, a project for Keep whose goal was to provide a service to refill anything you need with two taps and one-day delivery.

ISOMETRIC LABS - COFOUNDER/iOS DEVELOPER

Tri-State Area - Nov. 2014 to Present

Created a small 4-person iOS Development firm that makes in-house projects as well as accepts jobs from clients, specializing in iOS Work.

PROJECTS

REPPIN - HackBCA III - April 2016

Created Reppin, a virtual personal trainer that utilizes OpenCV to track one's movement to count the number of pushups one does in real time, and uses a text-to-speech converter to count reps and sets out loud.

SMITH - HackBCA II - Mar 2015

Developed Smith, a pattern detection engine that uses the iPhone's accelerometer to recognize different vibration patterns, which allows users to execute actions by knocking on the table that the phone is on.

MAGICPEN - PennApps - Jan 2015

Created MagicPen, a remote drawing app that uses the built-in magnetometer in the iPhone, extracts its raw data, and converts a polar plane into a Cartesian plane in order to track a remote magnet pen's coordinates. Then, it maps the coordinates, and traces lines as you write in real-time.

DEFLECTOR - CodeDay - Nov 2014

Conceptualized and created Deflector, a minimalistic iOS game utilizing SpriteKit's built-in physics engine. The objective of the game is to bounce balls that fall from the top to the right and left side, using a bar that you control. Deflector received 1000+ downloads in its first week. On launch day, Deflector was featured on iTunes as #24 in Top New Free Arcade Games.

AWARDS

HACKBCA III

Best Mobile App + 3rd Overall

PENNAPPS WINTER 2016

Top 10

DREAM IT, CODE IT, WIN IT

Finalist

HACKBCA II

Second Place Overall

CODEDAY WINTER 2015

Best Application