

Sebastian Cain

U.S. Citizen, Canada Work Permit
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[Website](#) - [Github](#) - [LinkedIn](#)

Education

University of Waterloo

Honors Computer Science
Expected Grad. April 2022
(5-year Co-op Program)

Coursework

Past

Programming Principles
Data Abstraction + Impl.
Digital Circuits + Systems
Compilers
Logic and Computation
Object Oriented Development

Current

Data Management
Comp. Organization/Design

Languages

Proficient

Swift, Objective-C, Python, C

Familiar

Java, Javascript, C++

Awards

Waterloo Engineering

10K International Scholarship

Apple WWDC 2017

Scholarship Recipient

Experience

Majestyk Apps - iOS Developer

NYC, New York - September 2019 to December 2019

Spearheaded initial development of an unreleased in-house project for Majestyk, a social travel app based on the Foursquare API.

Collaborated with client's designer and team of backend developers on [Audiomack](#), a music streaming app with over 2M users.

Consistently delivered features for Audiomack's v5.0.0 - v5.4.0 releases including an iMessage extension, redesigned album/playlist pages, Instagram/Snapchat story sharing, notification preferences manager, and content geofencing. Provided ongoing maintenance for several projects including HEATR and [LifeDojo](#).

NYC, New York - January 2019 to April 2019

Took over development of sports betting app, [HEATR](#), from previous developer, and communicated with client and in-house designer to develop all features for major versions v1.3.0 and v1.4.0, including a set of betting calculators and the ability to combine bets together for a multiplied payout. Engineered features for Audiomack including social login with Facebook/Twitter/Google and a comments section for songs/playlists/albums.

Draper AI - Mobile Engineer

Waterloo, ON - May 2018 to August 2018

Developed core features for Draper's [Perpetua](#) iOS app, utilizing MVVM architecture. Implemented unit testing with object mocking and dependency injection, increasing test coverage 5%. Worked closely with designers to conceptualize and implement interface components. Developed product features including an interactive animated product carousel, a post-signup email verification system, and a reorganization of the dashboard to include a three-level data visualization drilldown.

Plutonium Apps - Contract iOS Developer

Atlanta, GA (Remote) - January 2016 to March 2017

Developed and maintained several large scale iOS apps for various clients through Plutonium Apps, including initial development of 7 Weeks and local database conversion to Core Data with [Grades](#).

Projects

Quadcopter

December 2017

Built and programmed a fully functional quadcopter using an Arduino Uno. Developed a mobile app to remotely calibrate the quadcopter before takeoff and control the quadcopter's movement over Bluetooth while in the air.