

Vladimir Sabado

I am a non-traditional senior Computer Science student, with aspirations to become a software engineer, seeking a full-time software engineer position that provides ample opportunity to continually develop my problem-solving skills and further refine my understanding of Computer Science fundamentals.

Personal Info

Address
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GitHub
<https://github.com/vsabado>

LinkedIn
<https://www.linkedin.com/in/vcsabado>

Skills

Java, C#, Python ●●●●○

C++, JavaScript, SQL ●●●○○

Ruby on Rails, Scala, HTML ●●○○○

Development

Microsoft Azure DevOps, Entity Framework, SQL Server Management Studio, Visual Studio, Language-Integrated Query (LINQ)

DigitalOcean, Nginx Web Server, Docker, Ubuntu VM, Hadoop, Spark, OpenGL, Github, SQLPlus, Maven

IntelliJ IDEA, RubyMine, Webstorm, Atom, Netbeans, CLion

Windows Subsystem for Linux, Linux, Windows

Awards

Aug 2009 - May 2013
Academic Excellence Scholarship

Aug 2009 - May 2013
Arkansas Scholar Scholarship

Aug 2009 - May 2013
Arkansas Challenge Scholarship

Interests

PC Gaming
Building gaming PCs
Technology
Fitness
Cryptocurrency

Education

Jan 2017 - present **University of Arkansas**
B.S. in Computer Science
Expected Graduation: December 2019

Aug 2009 - May 2013 **University of Arkansas - Fort Smith**
B.S. in Biology

Experience

Mar 2019 - present **Software Engineer Intern**
Affirma Consulting

- Agile web API development for a service manager using ASP.Net Core, Entity Framework, Language-Integrated Query(LINQ), Visual Studio, SQL Server Management Studio, Microsoft Azure DevOps, and C#.
- Angular JS and iOS front-end applications for service manager.
- Web API integration tests using XUnit and .Net MVC.
- User Interface tests using JavaScript end to end testing framework Cypress.io.

Jan 2014 - Jan 2017 **Quality Assurance Analyst**
Pernod Ricard USA

- Performed chemical analysis of bulk materials and finished goods to ensure that the quality of the products meet established standards.
- Successfully completed a solo project that resulted in a significant decrease in alcohol distillation time from 2 hours to 20 minutes.

Projects

Artificial Intelligence:

- Created an unbeatable Tic-Tac-Toe AI that is driven by minimax algorithm.
- Created a chess game AI that is driven by minimax with alpha-beta pruning algorithm.
- Created a simple program that utilized A* and Uniform-cost search to move a sprite from point A to point B using the shortest possible path.
- Developed numerous problem-solving AI programs that used well known algorithms such as Breadth-first search, Genetic Algorithm, and QLearning.
- Created a simple program that performed data analysis using Decision Tree and Random Forest algorithms.

Front-end and Back-end:

- Created a back-end server using Java that facilitated file transfers to an android front-end client.
- Created a JavaScript back-end server using Node.js that allowed multiple users to participate in a chatroom as well as play a Mario game in multiplayer mode.

Software Engineering:
Developed, as a team of 4, a peer-to-peer file transfer service using React JS:

- Methodology: Scrum
- Deployment: Azure DevOps (official), DigitalOcean with Nginx stored in a docker
- Website: <https://vflyfileshare.azurewebsites.net/home.html>

Mario Game: Recreated the classic Mario games in Java, JavaScript, and Python.
Information Security: Developed programs involving numerous hashing techniques for encryptions and decryptions using Java and Python.

Cloud Computing (Big Data): Utilized Hadoop Mapreduce and Spark to perform analysis on large amounts of data.

OpenGL: Created interactive 3D objects and shapes using FreeGlut on Linux and C++.