

Jack Sebben

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OBJECTIVE: Seeking full-time employment in 2026.

EXPERIENCE

Discovery Machine, Inc. (Williamsport, PA) - Software Engineer Intern

JANUARY 2025 – AUGUST 2025

- Developed back-end services for AI-driven document generation using locally hosted, multi-modal language models to produce text-based results.
- Designed and implemented authentication/authorization services in Java, including user management, session handling, and role-based access controls.
- Built cross-platform UI components using Flutter and Dart, integrating with back-end services for use across multiple company projects.

C Speed (Liverpool, NY) - Software Co-op

AUGUST 2023 – DECEMBER 2023

- Maintained and rebuilt a legacy C# application responsible for calibrating various embedded devices. Ensured that the application would work for future products successfully.
- Tested with the company testing team to ensure that new plugins were working and up to standards.
- Worked on a small development team for a new embedded product, working in C++. Used software such as Azure DevOps and Git to follow the software development process and push various updates.

L Street Corporation (Chicago, IL) - IT Intern, Software Developer

MAY 2022 – JULY 2024

- Originally brought on as an intern, but promoted to main software developer due to technical proficiency.
- Becoming familiar with Ruby on Rails to solo-maintain an application of one of the company's subsidiaries.
- Used software such as GitHub and its branches to push independent changes live to the application.
- Used AWS for company storage of various documentation and creation/maintenance of application APIs.

Independent Projects

2017 – PRESENT

- Handful of individual video-game-creation projects; sometimes in collaboration with others.
 - 7+ years of experience with the Unity engine, as well as experience with other related packages.
 - Some games playable at yackseb.itch.io with GitHub at github.com/jacksebben.
- Developed a game-hosting website for my peers that lasted over a year; 100+ concurrent users.

SKILLS

LANGUAGES

C#, C++, C, Java, Python, HTML/CSS/JavaScript, Dart, SQL, Typescript, Ruby on Rails

SOFTWARE

Git/Github, Flutter, React, DevOps, Amazon Web Services (AWS), Microsoft Office, Jira/Asana

OTHER

Typing average of 100+ WPM, German A2 level of understanding

EDUCATION

Rochester Institute of Technology, Rochester, NY - Bachelor of Science in Computer Science

AUGUST 2021 – DECEMBER 2025

- 3.8 GPA, Dean's List for all semesters
- \$10,000 in merit-based scholarships
- Participated in Computer Science study abroad during the summer of 2024 in Osnabrück, Germany.
- Relevant courses: Computer Science Theory, Concepts of Parallel and Distributed Systems, Software Engineering, Principles of Data Management, Analysis of Algorithms, Game Design & Development, Web & Mobile Design