

Sebastian Manuel De Leon Santos

Kalamazoo, MI | sebastianipl0131@gmail.com | 269-217-6060 | www.sebastiandleon.dev | www.github.com/ctrl-Sebastian

Summary

Computer Engineering Student with over 5 years of experience creating modern and accessible solutions. I have experience in React & React Native, .NET Framework, ASP.NET, Angular, Jetpack Compose and. I am proficient in electronics and microcontrollers applications in IoT with ESP-32 and Arduino. I seek to add value to teams that prioritize innovation and technical excellence.

Education

Western Michigan University, Bachelor of Engineering in Computer Engineering

Fall 2025 – (Expected) 2027. 3.79 GPA

- Active member of the developer & makers club.

Instituto Tecnológico de Santo Domingo, Bachelor of Science in Computer Science

Nov 2022 – July 2025 (Transferred). 3.89 GPA

- #1 place Winner in NASA HERC RC Division as an Apolo 27's Telemetry team member.
- Co-Founder of the Game Development Club (DreamBytes).
- Member of the Data Structures and Algorithms Club.

Experience

Fullstack Developer, Reispolutions – Dominican Republic. July 2024 – Present

- Architected and developed end-to-end business solutions in collaboration with senior engineers.
- Engineered cross-platform integrations, streamlining e-commerce data flow and inventory management.
- Conducted peer code reviews and assisting in task delegation to optimize workflow efficiency.
- Responsible for maintaining and troubleshooting production systems, as well as implementing new features from scratch.

Software & Electronics Developer, Apolo 27 – Dominican Republic June 2023 - Aug 2025

- I worked with a team designing, building and coding a remote-controlled rover that can traverse different simulated terrain of mars and Earth's moon and complete complex tasks.
- Worked as part of a team using agile methodologies and best practices in version control to develop the Apolo 27 team website (www.apolo27.com) using modern tech stacks.
- Led the design and development of STEM games using the Unity and Godot Game engines.

Biomedical Equipment Technician Intern, Bioingenious Smart Solutions S.R.L. June 2022 - September 2022

Using Odo software, I designed and programmed automated invoices for the company.

- Developed internal applications for the company.
- I worked as a biomedical technician in field work in various hospitals.

Projects

Remote Controlled Rover

www.apolo27.com

- Worked collaboratively with a mid-sized team to manufacture an RC rover capable of traversing a simulated terrain of Mars & Earth's moon and be able to complete tasks such as water detection and distance measurement. This rover made my team win First Place Overall over universities from across the globe in the NASA HERC competition.
- Technologies Used: Arduino IDE, ESP32, FreeRTOS, RF, SolidWorks, Fusion360, 3DPrinting.

Clinic Management System

github.com/ctrl-Sebastian/Hospital

- Developed a Small clinic management system to administrate patients and their bills. Users can log in to request services, dates, and pay bills.
- Technologies Used: React, MongoDB, Express, Node.js.

Printune

printune.sebastiandleon.dev

- Develop a Spotify song or album keychain generator where you paste a song or album link and get a 3d printable keychain of your link, able to scan with your phone and listen to.
- Technologies Used: Python, Nextjs.

Remote Controlled Racing Car

- 3D printed and assembled the parts of the racing car and programmed it using Arduino IDE
- Tools Used: Arduino Nano, NRF24L01, Brushless motors, 3D Printing, LiPo batteries.

NASA HERC Simulation

ctrl-sebastian.itch.io/rover-simulation

- A Simulation of the NASA Human Exploration Rover Challenge competition based on the 2024 set of obstacles and tasks to help the public of all ages get immersed in the experience of the competition.

Marine Guardians

ctrl-sebastian.itch.io/guardianes-marinos

- Marine exploration and beach / coast cleaning simulator for young people to learn the importance of marine life and care. Players go around an entire island removing debris and completing a compendium of native animals.

Space Typing Hero

ctrl-sebastian.itch.io/space-typing-hero

- Typing Game for all ages to help learn to type in a computer keyboard fast. Players protect a space station by typing the words displayed on incoming enemies to beat them.

Rat Spotting

ctrl-sebastian.itch.io/rat-spotting

- Fast Counting mini game based on the Mario party game: Goomba Spotting.

Technologies

Languages: Typescript / Javascript, C#, Python, SQL, C++, Rust & Gdscript

Technologies: NEXT.js, React, React Native, Angular, Android Jetpack, Unity, Godot, .NET Framework, Microsoft SQL Server.