

# SEBASTIAN CAIN

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## EDUCATION

### STUYVESANT H.S.

Expected Jan 2017 | NYC  
Cum. GPA: 3.8

### COMPUTER SCIENCE FOCUS

Cum. GPA: 3.8 / 4.0  
Major GPA: 4.0 / 4.0

## LINKS

Github:// [sebastianCain](#)  
LinkedIn:// [sebastianCain](#)  
Facebook:// [sebastian.cain](#)

## COURSEWORK

### HIGH SCHOOL

Intro to CS 1:  
Scheme  
Functional Programming  
Intro to CS 2:  
Python  
Algorithms

### ONLINE COURSEWORK

Completed comprehensive  
online courses in:  
HTML/CSS  
jQuery  
Python  
Objective-C  
Swift

## SKILLS

### PROGRAMMING

Proficient:  
Objective-C  
Swift  
iOS Development  
Familiar:  
Python  
HTML5  
CSS3  
jQuery  
Exploring:  
MongoDB  
Node.js

### DESIGN

Familiar:  
Sketch UI Design

## EXPERIENCE

### ISOMETRIC DEVELOPMENT | CO-FOUNDER

Nov 2014 – Present | Tri-state area

- Created a small iOS Development firm that makes in-house projects as well as accepts jobs from clients.
- We specialize in iOS Development using both Objective-C and Swift, and we also greatly utilize frameworks such as Alamofire, SpriteKit, and CoreAnimation.
- I also designed Isometric's official website, which can be found at [isometric.co](#)

## PROJECTS

### SNAPPR | IOS APP

Jan 2015 - Present

Created **Snappr**, a productivity app that allows students to input a schedule once, and then have all of their media, including audio, video, pictures, and text, be organized by the class that they were in when they took it.

- Snappr won a finalist spot and the
- On launch day, Deflector was featured on iTunes as #24 in the free arcade games section.

Skills Used: Objective-C • Advanced UIKit • Parsing Raw Hardware Data • UI Design

### SMITH | IOS APP

Jan 2015 - Present

Developed **Smith**, an artificial intelligence engine that detects and recognizes different vibration patterns, which allows users to execute actions by knocking on the table that the phone is on.

Skills Used: Objective-C • Advanced UIKit • Parsing Raw Hardware Data • UI Design

### VIEWZIK | IOS APP

Feb 2015 - Present

Conceptualized and developed **ViewZik**, an immersive music iOS app that allows users to experience a beautiful music visualizer while modifying the music with the low-level CoreAnimation framework and the Superpowered DSL SDK for the Sound FX.

Skills Used: Objective-C • CoreAnimation Framework • Low-level Animation

### MAGICPEN | IOS APP

Jan 2015 - Present

Created **MagicPen**, an iOS app that uses the built-in magnetometer in the iPhone, extracts its raw data, and converts a polar plan into a Cartesian plane in order to track a remote magnet pen's coordinates. Then, it maps the coordinates and transforms the area of writing into the size of the iPhone's screen, and traces lines as you write in real-time.

Skills Used: Objective-C • Advanced UIKit • Parsing Raw Hardware Data • UI Design

### DEFLECTOR | PUBLISHED IOS APP

Nov 2014 – Jan 2015

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 is currently published on the app store with 1000+ downloads to date.
- On launch day, Deflector was featured on iTunes as #24 in the free arcade games section.

Skills Used: Swift • SpriteKit • Physics Engines • Production-Level Code