

Jon (Sebas) Osorio

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EDUCATION

University of Minnesota Twin Cities, College of Science and Engineering **Minneapolis, MN**
Bachelor of Science, Computer Science (GPA: 3.86/4.0) Expected May 2025

- Organizations/Awards: Dean's List (x6), Society of Professional Hispanic Engineers, Mi Gente LSCC, Radio K
- Relevant Coursework: Software Engineering, User Interface Design, Machine Architecture and Organization, Internet Programming, Operating Systems, Program Design & Development, Database Systems, AI

WORK EXPERIENCE

Infinite Campus **Blaine, MN**
Software Engineer Intern Jan. 2024 - Present

- Developed and maintained an activity registration page used by hundreds of school districts across 46 states using Angular (front-end) and Java (back-end), managing SQL database interactions for data integrity.
- Utilized Agile Scrum methodologies, including sprints and product backlog management, and collaborated in requirements analysis and solution design for accessibility, new feature development, and unit testing.

University of Minnesota, Department of Computer Science **Minneapolis, MN**
Undergraduate Teaching Assistant Sep. 2023 - Dec. 2024

- Led weekly lab sections and maintained weekly office hours to teach 430 University of Minnesota students to program in Java and object-oriented concepts.
- Used leadership and collaboration skills to effectively deliver a higher education Java-based curriculum.

Osiris Organization **St Paul, MN**
Computer Science Curriculum Coordinator Jun. 2023 - Sep. 2023

- Developed a Scratch-based curriculum to introduce programming concepts to over 120 middle and high school students at St. Paul Public Schools.
- Worked with instructors to effectively teach problem solving fundamentals and computer literacy to students.

PROJECTS

Music Theory Assistant | NextJS, PostgreSQL, Node.js, Supabase, TypeScript

- Developed a full-stack music assistant application designed to facilitate learning in music theory. Utilized NextJS/Tailwind for the front-end and SQL for database management, incorporating a Node.js backend for efficient integration.
- Provided users interactive tools to memorize chord progressions and scales, along with functionality to monitor their learning progress.

Battery Meter Simulation | C, x86_64 Assembly
Machine Architecture & Organization

- Developed and designed a digital battery display via microcontroller input using binary operators in C and x86-64 assembly, implemented an interface for battery percentage and voltage.

LEADERSHIP

Mi Gente Latinx Student Cultural Center, UMN **May 2023 - Present**
Program Director Minneapolis, MN

- Coordinated with University of Minnesota and hosted events pertaining to Latinx history and culture, secured thousands of dollars in grants and funding, and helped foster connections between 200+ community members.

SKILLS

Programming Languages: Java, C++, Python, Javascript/TypeScript, HTML/CSS, SQL, C, R, OCaml
Libraries & Frameworks: Angular, Spock, UML, Node.js, matplotlib, NumPy, Pandas, React
Developer Tools and Platforms: Azure, AWS, Docker, GitHub, JIRA, Hadoop, Doxygen, JUnit, Linux