Jonathan Sebastiani

(360) 220-3398 · jonathanmsebastiani@gmail.com · Issaquah, WA 98027 https://www.linkedin.com/in/jonathanmsebastiani/ · https://jonathanmsebastiani.github.io

Dedicated data visualization graduate who is driven, technically strong, and adaptable. Aiming to leverage my interdisciplinary background, intellectual curiosity, and personal values to advance data and software projects toward impactful results that help others. Frequently praised as a problem solver and driving force in team projects by my peers and supervisors, I will be an asset to any group in achieving its goals.

Education

Bachelor of Science (3.63 GPA)

June 2025

Major in Data Visualization, Minors in Computer Science & Software Engineering and Data Science University of Washington Bothell - Bothell, WA

Experiences

Data Management and Analysis

Data Reports

March 2023 – June 2025

- Developed high-quality data collection and data entry skills through hands-on scientific research projects, including biology lab and environmental monitoring.
- Ensured data accuracy when managing large and complex datasets by utilizing R and Python to clean, analyze, and format.
- Leveraged thoroughly cleaned datasets to calculate data statistics, create visualizations, and format results into easily digestible data analysis reports.
- Two key data reports involve utilizing Tableau skills to design a dynamic dashboard that outlines product management implications for a non-profit organization, and conducting hotspot analysis with geospatial databases to identify the top 5 Seattle cement industries with the largest carbon footprint.

Data Visualization Projects

March 2023 – June 2025

- Used Tableau software skills to conduct statistical modeling and design dynamic dashboards on webbased interfacing platforms.
- Presented complex data visualizations developed through network graph theory and advanced data visualization techniques, identifying critical data features to improve aircraft flight path efficiency.
- Utilized ArcGIS data software to develop strong geopolitical data visualizations and dynamic dashboards through overlay analyses, interactive features, and advanced spatial statistics.

Bioinformatics Capstone

January 2025 – March 2025

- Used Python to develop interactive 3D data visualizations, helping researchers choose analytically between top-ranked protein structure prediction algorithms.
- Combined modern AI programming tools (eg. ChatGPT, GitHub Copilot) and advanced statistical programming skills to manage and analyze molecular datasets.
- Presented key findings to a target audience, leveraging excellent verbal and written communication skills, concise report design, and effective visualizations.
- Programming a real-world statistical model refined skills in collaboration, troubleshooting, and specified design.

Computer Science and Software Engineering

Portfolio Website

April 2025 – August 2025

- Driven by intellectual curiosity in web development, I gained basic front-end development skills (HTML, CSS, and JavaScript) through online learning resources.
- Utilized skills in front-end web development, UI/UX design, and modern AI development tools to create a functional portfolio website from scratch, expressing my adaptability and passion for software-driven solutions.
- Showcases and elaborates on my personal background, UWB transcript, and notable projects.
- Displays my Snake Game which I developed using skills in JavaScript, object-oriented programming, and event-driven programming.

Software Engineering Courses

March 2022 - August 2024

- Developed diverse programming skills through collaborative and hands-on software engineering courses, cultivating skills in many languages and advanced techniques.
- Learned to develop high-quality software by using C++ to study code complexity (Big-O), and create efficient classes, functions, and data structures.
- Ensured QA/QC in data and software products by defining requirements, following workflow and SDLC guidelines, and ensuring traceable version control.
- Studied the importance of implementing ethical standards (eg. IEEE) in software products and applied its principles to real-world software applications, such as my bioinformatics capstone.

Scientific Lab Experience

Ecological Monitoring & Research Lab

January 2025 – March 2025

- Performed EPA-approved techniques on UWB wetland water samples, collecting critical data points, while following quality control and assurance procedures, accurately assessing ecosystem health.
- Conducted complex wet lab experiments with a large team, strengthening my skills in instruction following, collaboration, and project management.
- Combined collected data points with an ongoing UWB database, drawing holistic conclusions about the UWB wetlands health and flagging areas of concern to enact ecologically preventative measures.

Biology Lab

September 2024 – December 2024

- Cultivated wet and dry lab technical skills including experimental design and execution, data collection and analysis, and scientific exploration.
- Developed complex techniques in DNA extraction, amplification, and classification, including polymerase chain reaction (PCR) and gel electrophoresis, strengthening my ability to quickly learn and implement advanced technical skills.
- Solidified an understanding of biological processes and terminology, better preparing me for real-world biological applications.

Personal & Work

Collegiate Cheer – University of Washington

May 2021 – Nov 2024

- I applied my athletic and personal skills to learn advanced acrobatic stunts and tumbling at the collegiate level, cultivating self-accountability and time management.
- Utilizing my perseverance and teamwork skills, I led my team in both the Division 1A Large Coed and Gameday competitions at the 2024 Universal Cheer Association (UCA) College Nationals.
- Driven by my ambition and work ethic, I became the first athlete in UW history to compete at the United Spirit Association (USA) Collegiate Championship in the partner stunting division, earning 4th place in 2023.

• My courage inspired strong motivation in my team, and I returned to compete the following year with many teammates competing alongside me, bringing a renewed competitive standard to UW cheer.

Manager – Barbie's Berries, Ferndale, WA

Summers 2019 – 2022

- Efficiently managed a team to meet deliverables by delegating tasks, monitoring performance, and facilitating open communication.
- Led by example to foster a supportive workplace culture that prioritizes team well-being, increasing morale and productivity.
- Developed diverse workplace skills through experience in sales, customer service, product management, and finance.

Awards and Honors

University of Washington

- Annual Dean's List (x2): 2023 2024, 2024 2025
- Dean's List (x8): Winter 2023 Winter 2025

Technical Skills

Data Management and Analysis

Data Manipulation – Data cleaning and preprocessing, transformations and mutations, statistical analysis **Statistical Analysis Platforms** – Python, R, Excel, Tableau, ArcGIS, SQL

Packages – Python (NumPy, pandas, matplotlib, plotly, Biopython, PyTorch, TensorFlow), R (tidyverse, ggplot2, dplyr, lubridate, glue)

Data Visualization – Graph and map theory, geospatial visualizations, dynamic visualizations, dashboard and report design, aesthetic design

Other – Algorithmic implementation and optimization, micro/macroeconomics, financial accounting, experimental design and execution, mathematics

Computer Science and Software Engineering

Languages – Python, Java, C++, R, HTML, CSS, JavaScript, C/C#, Bash

Techniques – Data structures, statistical programming, object-oriented programming, event-driven programming, UI/UX design, machine learning, AI coding tools, code complexity analysis, optimization, scripting, code review, testing, debugging

Software Engineering – Architecture and design, software development life-cycle methodologies, workflows, configuration management, containerization and virtual environments, coding eithics, code documentation, code review

IDE and Version Control Software – Git/GitHub, Docker, Visual Studio Code, IntelliJ, RStudio **Other** – Web development, embedded systems, computer aided design (CAD), 2D and 3D video game development (Unity), Microsoft Office tools (Word, Excel, etc.)

Interpersonal Skills

Personal – Adaptability, intellectual curiosity, creativity, critical thinking, problem solving, strong work ethic, time management, collaboration

Communication – Verbal and written communication, conflict resolution, active listening, compassion, relationship building

Leadership – Team management and task delegation, team-oriented, leads through example