Sebastian Kajatt

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Professional Summary

Computer Science student at Florida International University with hands-on experience in software testing, debugging, and code analysis across individual and team projects. Pursuing a career in software QA engineering, with coursework in Java, C++, and SQL. ISTQB Foundation Level Certification in progress.

Education

Florida International University Miami, FL
Bachelor of Arts in Computer Science, Minor in Engineering AI. *Expected May 2028*
Relevant Coursework: C++, Python, Java, Advanced Java, Global Cybersecurity Policies, Introduction to Computer Technology & Applications, Database Concepts Design

Miami Dade College Miami, FL
Associate in Arts, Computer Science. *April 2026*

Experience

AI Evaluation Specialist October 2026 – Present
Handshake AI *Remote*

- Fellowship role contracting independently with top AI labs to complete AI training projects applying academic skills in computer science.
- Evaluate and provide structured feedback on LLM outputs across specific fields and topics to help improve model performance.
- Apply knowledge of software testing and code analysis to assess AI-generated responses for accuracy and quality.

Skills

Skills: Python, C++, Java, JavaScript, SQL, ChatGPT, Claude, Gemini, GitHub, Linux, Netlify, Visual Studio, Software Testing, Database Concepts & Design, AI Prompt Engineering
Certification: ISTQB Foundation Level Certification (In Progress)

Projects

Blackthorn Manor Multiplayer Web Game https://delicate-souffle-5eed0a.netlify.app/ October 2026 – October 2026
Python, ChatGPT

- Conducted 17 exploratory testing sessions across multiplayer features including live player progress, scoring, winner selection, and cross-device gameplay to verify correct behavior.
- Debugged gameplay and deployment issues, conducted end-to-end two-player testing, and prepared project for deployment using Netlify Functions and Netlify Blobs.
- Developed a first-person multiplayer puzzle game supporting 2-8 players joining by room code and competing across multiple levels.

Calculator Application January 2025 – January 2025
Java, Claude

- Verified calculator functionality by testing all mathematical operations and confirming correct outputs after each computation.
- Built a calculator application in Java using Claude as an AI coding aid for a class project, enabling teammates to perform and transfer mathematical operation results.
- Crafted specific, detailed prompts to guide Claude in implementing support for mathematical symbols including %, +, -, x, and division.

Choice-Based RPG Game August 2024 – August 2024
C++, ChatGPT

- Identified and resolved 14 to 25 coding errors, including misspelled inputs and misplaced brackets, that were preventing the program from running.
- Pinpointed root causes in the C++ code and applied targeted fixes until the program ran as expected.
- Created a choice-based RPG game in C++ with ChatGPT where player decisions drive branching story progression.

Activities & Leadership

Programming Team Collaboration Miami Dade College, Java Programming 2 (Full Semester)
Team Member

- Collaborated with a four-person programming team to divide tasks, solve coding problems, and complete class projects. Mentored teammates on understanding code sections and troubleshooting errors, contributing to a 60% reduction in errors. Took initiative by reviewing code, suggesting fixes, and helping keep group projects on track.