

Sergio B Navarro Sala

Las Vegas, NV • Open to relocate (U.S.) • Permanent Resident

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Portfolio: <http://wulfen.dev>

SUMMARY

Entry-level Software Engineer (B.S. Computer Science, GPA 3.8, Oct 26, 2025) with strong Python/JavaScript/C++ fundamentals and production-deployed projects. Built browser-embedded applications (Sudoku solver in PyScript; Liar's Dice game with client-side AI). 3+ years of high-volume, customer-facing experience in mortgage servicing; fluent in English and Spanish. Seeking Software Engineer or Junior Game Developer roles.

SKILLS

Languages: Python, JavaScript, C++, C#, Java, HTML, CSS, SQL

Frameworks/Tools: Next.js, React (foundational), PyScript, Tailwind CSS, Unreal Engine (basics), Android Studio, Git/GitHub, Vercel

Platforms: Windows, Linux; Bash/Linux CLI

Software Engineering: OOP, data structures & algorithms, problem solving, debugging, version control, basic REST/HTTP

Soft Skills: customer communication, conflict de-escalation, documentation, teamwork, reliability

Other: Work authorization: U.S. Permanent Resident • Start: November 2025

PROJECTS

Sudoku Solver (PyScript, Python, HTML/CSS, Next.js) — Live: wulfen.dev/sudoku • GitHub: github.com/Wulfenn/csportfolio

Implemented recursive backtracking solver with **pre-flight board validation** (row/column/box duplicate checks) to avoid unsolvable states.

Built a **keyboard-friendly grid UI** (auto-advance, arrow/backspace navigation) running fully client-side via PyScript; no backend required.

Deployed on Vercel; lightweight, fast page load; clean, accessible layout suitable for ATS demos.

Liar's Dice (3-Player Browser Demo, JS/HTML/CSS) — Live: wulfen.dev/liars-dice • GitHub: github.com/Wulfenn/csportfolio

Designed turn engine enforcing **AI → You → AI → You** alternation; implemented legal bid ordering and liar-call resolution with reveal logic.

Implemented simple AI that raises or calls “liar” using its own dice information (no player peeking).

Shipped as a fully static site (no dependencies) with clear logs and round outcomes.

(Planned) **To-Do List (Full-Stack or Client-Side)** — polish and ship a clean, accessible task app (filters, persistence).

(Planned) **Unreal Engine Mini-Game** — port/upgrade school project; focus on gameplay polish and performance.

EDUCATION

B.S., Computer Science — Southern New Hampshire University — Oct 26, 2025

Relevant coursework: Data Structures & Algorithms, Object-Oriented Programming, Software Engineering, Databases, Mobile Development, Game Engine Fundamentals

EXPERIENCE

Mortgage Servicer — Pennymac Loan Services, LLC — Las Vegas, NV — Aug 2022–Present

Handle ~**50** inbound calls/day across escrow, tax & insurance issues, payoff, principal recast, and general mortgage servicing.

Resolve inquiries with high accuracy and compliance, documenting actions in CRM while meeting AHT/SLA targets.

Collaborate cross-functionally (tax/insurance/escrow teams) to expedite complex cases and ensure correct account updates.

Recognized for clear communication and customer empathy; bilingual support (English/Spanish).

LANGUAGES

English (fluent), Spanish (fluent)