Allen (A.J.) Steinhauser

Check out my interactive portfolio website: ajsteinhauser.org

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github.com/AJSteinhauser

EDUCATION

UNIVERSITY OF GEORGIA
BS in Computer Science
Graduated: May 2022 | Athens, GA
Franklin College of Arts and Sciences
Cum. GPA: 3.45 / 4.0
Major GPA: 3.79 / 4.0

HILLGROVE HIGH SCHOOL
Grad. May 2017 | Powder Springs, GA

CERTIFICATES

ALGORITHM EXPERT
algoexpert.io

SKILLS

PROFICIENT LANGUAGES
Java • Python • Lua
FAMILIAR LANGUAGES
C++ • C • HTML • CSS • VBA
MIPS ASM • SQL • Javascript
• COBOL • JCL
OTHER SKILLS
Git version control
Developing in Linux environment
Developing on IBM Mainframe
Adobe Design Suite: Photoshop,
Illustrator, After Effects, Lightroom

COURSEWORK

UNDERGRADUATE
Operating Systems
Compilers
System Programming
Computer Networks
Theory of Computation
Scientific Computing

INVOLVEMENT

UGA PHILHARMONIA
Violinist 2 years
UGA SWING CLUB
President 2 years
UGA RUF
Major events team 2022

PERSONAL PROJECTS

RUF ASSASSINS | Web Application
- Developed a web application to facilitate game for RUF student organization.
- Features: face recognition, heat-map of player interaction, account creation, login, photo uploading, phone number confirmation, live game stats
- Technologies Used: Python, Django Web Framework, MySQL, BootStrap, Twilio Communication API, HTML, CSS

RORENDER | Desktop Application
- Orthographic image render application for the Roblox platform. > 3,052 downloads
- Features: auto-configuration, 4x super sampling, GUI settings manipulation
- Technologies Used: NodeJS, ElectronJS, Lua, Bootstrap, local servers, multi-threaded programming, JavaFX

LUASPRITES | CLI Tool
- A sprite packing tool that also generates sheet specific Lua modules for easy sprite access/manipulation
- Features: Multiple Lua output formats, automatically splits sheets based on image size limitations, user friendly CLI prompts
- Technologies Used: Bin packing algorithm, image manipulation, binary tree, file IO

UNDEAD DEFENSE | Game
- 2.5D top-down shooter game implemented on the Roblox platform. > 13,000 lines of code written and an additional 15,000 lines of third party libraries
- Features: Mobile, Xbox, and PC support, data saving, custom UI based on Google's Material design.
- Technologies Used: Quad Tree, Boid algorithm, A* pathfinding, client replication, linear interpolation

WORK EXPERIENCE

PERFICIENT | Junior Software Engineer
June 2023 – Present | Atlanta, GA
- Worked as a front end developer for for a major reinsurance company
- Technologies used: Javascript, Typescript, HTML, SCSS, Angular

BLUE CROSS BLUE SHIELD | Contract Software Developer
Dec 2022 – Jun 2023 | Birmingham, AL
- Worked on legacy mainframe systems to audit, update, and maintain code supporting over 2 million health insurance claims daily.
- Researched business questions and implemented code fixes for claims adjustments and resolution.
- Technologies Used: COBOL, ISPW, 3270, TSO, JCL, DB2, Topaz, JAVA, BMC Tools, SQL

UNIVERSITY OF GEORGIA HOUSING | Resident Assistant
Aug 2021 – May 2022 | Athens, GA

UNIVERSITY OF GEORGIA CHALLENGE COURSE | Facilitator
May 2019 – Mar 2020 | Athens, GA