

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

OTHER SKILLS

Git version control

Developing in Linux environment

Adobe Design Suite: Photoshop,

Illustrator, After Effects, Lightroom

Markup Languages: LaTeX,

Markdown, XML

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. m,l
- Technologies Used: Quad Tree, Boid algorithm, A* pathfinding, client replication, linear interpolation

WORK EXPERIENCE

UNIVERSITY OF GEORGIA HOUSING | RESIDENT ASSISTANT

August 2021 – May 2022 | Athens, GA

UNIVERSITY OF GEORGIA CHALLENGE COURSE | FACILITATOR

May 2019 – March 2020 | Athens, GA

ECOSWEEP | OPERATIONAL STAFF

May 2017 – Jan 2019 | Smyrna, GA

SIMMER TIME CAFE | SERVER

September 2016 – April 2017 | Kennesaw, GA

7C FARM | FARM HAND

April 2016 – August 2016 | Powder Springs, GA