**Stephan Rhodes**

**SOFTWARE DEVELOPER**

**(503) 372 6972 |** [**rhodestephane@comcast.net**](mailto:rhodestephane@comcast.net)

linkedin.com/in/stephan-rhodes | github.com/srhodes | rhodestephane.wixsite.com/mysite

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**PROFESSIONAL SUMMARY**

I have been doing software development for since 2005. I am quite familiar with different programming workflow like Waterfall and Agile Software Development LifeCycle. I have been using C++ and Linux since 2005. I am quite comfortable with windows as well.

Resourceful and reliable problem-solver with a natural ability for trouble-shooting and a strong background in computer programming. I offer both creativity and adaptability through my work and am commit to delivering excellence in all I do.

* Able to follow protocol and guidelines.
* Able handle conflict between clients and excellent under pressure
* Have enough software skillsets to created projects
* Value Teamwork

**TECHNICAL SKILLS**

**Programming Languages:** C++, C#, C, Haskell, Swift, Kotlin, Bash, Assembly, Html, CSS, Javascript, php, Scala, XML, Latex, Python, Java, FORTRAN 95, Tiny Basic, ANTLR, Typescript.

**Data structure and algorithms**

**Framework:** React, React-Native, Cordova, Tensorflow, Vue

**Programming paradigm:** Functional languages (Haskell)Object-oriented languages (swift/ kotlin)

Understand Windows server, Cloud computing, DNS, System Administration, Perl, Tcp/ip, Ubuntu, Linux, Azure, Networking, Routing,, Powershell, Scripting, Firewalls, Operating System OS, data science

**BILINGUAL – Fluent French & English**

**EDUCATION**

Walden University, Minneapolis MN.

***Master of Science in Cybersecurity*** June 2021

George Fox University, Newberg OR.

***Bachelor of Science in Computer Science*** May 2019

Portland Community College, Sylvania OR

***Associates of Applied Science in Electronic Engineering***  June 2009

**RELEVANT EXPERIENCES**

**C++ and Linux Experience** September 2004 – Present

* Used Standard Template Library to build many application like Student schedule and Olympic Simulation Menu
* Data Structure and Object Oriented Programming Design
* Troubleshooting using Vim editor
* Did file management system in unix including Cat, mkdir, rmdir, chmod to change user permission
* Used Perl rogramming language in combination with C-language to accomplish tasks
* Used Grep command for Regular Expression

**C# Experiences**

* Windows Form and Unity development
* Use collection, iterators and delegates

CodeForPDX, Portland OR

**Full-Stack Software Developer**

* Front-end using React.js
* Back-end using Python and Flask Web Framework
* Building a website for the community

***Unity Developer -*** Tatum Games, Santa Clara CA

* Collaborated with a team of writers and developers to create a mobile APK file for Unity Project
* Assisted Technical Writers in development of a comprehensive Project Manual
* Worked with other Unity Developers in solving development solutions
* Utilized Mikros SDK to ensure proper data capture from app users

***Machine Learning Developer -*** Vineyard Tech, Prosser WA

* Consulted with a group of engineering students to develop machine learning and visual computing app for a local winery to improve efficiency
* Created and designed an IOS App that provided numerical record of grapes within a specific photo using an image recognizer
* Built an image recognizer aimed at improving accuracy

**OTHER EXPERIENCES**

CSNP Cybersecurity Non-Profit, Portland OR July 2020-Present

**Cybersecurity**

* Knowledge of security procedures, protocols and risk assessments
* Experience with Application and mobile devices security, securing networks
* Familiar with penetration testing stage cycle

***IT Support Specialist*** Providence Health Services, Beaverton OR Dec. 2019 – March 2020

* Basic knowledge of Active Directory and software installation
* Basic knowledge of Network and cloud applications: AWS, Azure, Citrix
* Advanced troubleshooting skills on office 365 applications, web browsers, web apps and terminals

**Stephan Rhodes**

**SOFTWARE DEVELOPER**

**(503) 372 6972 |** [**rhodestephane@comcast.net**](mailto:rhodestephane@comcast.net)

linkedin.com/in/stephan-rhodes | github.com/srhodes | rhodestephane.wixsite.com/mysite

**PROJECTS SUMMARY**

***NewsLetters Web***(Mongoose, Node, Express, Javascript)

* Designed newsletter web that saves any subscriber and get notification to receive any newsletter

***Movies DataBase***(React, Javascript, CSS)

* Search for any movies within the database

***Quiz App*** (React, Javascript)

* Quiz app that display the score of true answers

***To-do List*** (React, Javascript, Html, CSS)

* An everyday to-do list Web Application

***Vinetech Data Processing*** (Keras, Tensorflow, IOS, SQLite, Python)

* Gathering all Grapes data via pictures and processing them using Deep Learning Techniques

***Currency Translator App*** (Html, CSS, JQuery, Bootstrap, API, Ajax)

* Translate from USD currency to any other currency in the world

***WikiMedia*** (Java, Restful, API)

* Clone of Wikipedia working with Text-to-Speech API

***Data Structure and Algorithm*** (Scala)

* Data Structure Project made to store students private information

***Number Guessing Game*** (Fortran 95)

* Prompt the user inserting the correct number to win

***Tower Defense*** (Android SDK, Unity, Android Studio, C#)

* A tower defense Android app made just for fun.

***Dinner Decider*** (Kotlin, Android Studio)

* An android app to help deciding what is for dinner

***Brain Trainer*** (Java, Android SDK)

* A Brain game used to correctly guess the right answer

***Complex Behavior Tree*** (C#, Unity)

* Using Behavior Tree recreate various AI techniques using Sequence node, Selector node, waypoint, navmesh and GOAP (Goal Oriented Action Planning)

***Reinforcement Learning with Q-Network*** (Tensorflow, C#, Unity)

* Train Machine Learning Agents Via Reward and Punishment