

# Justin Stephenson

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## EDUCATION

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**York University, Canada**  
Honours Bachelors of Science, Computer Science

**Expected: April 2021**

**Centennial College, Canada**  
Ontario College Advanced Diploma, Electronic Engineering

**Graduated: May 2014**

## SKILLS

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- Programming Languages: Java, SQL, C, C#, Python, HTML and CSS
- Software and Frameworks: Git, Eclipse, Visual Studio, .Net
- Operating Systems: Windows, Linux, Android and IOS
- Mobile App and Game Development: Android Studio and Unity
- Programming Paradigms: Procedural, Object Oriented, and Scripting
- Software Testing: Unit, Acceptance, and Regression
- Experienced with Agile project workflow
- Advanced knowledge of design, implementation, and the analysis of data structures and algorithms
- Excellent written and verbal communication skills

## SOFTWARE PROJECTS

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**AI String Builder – Java Application** - [https://github.com/JustinStephenson/AI\\_String\\_Builder](https://github.com/JustinStephenson/AI_String_Builder)

- Constructed a string building application to showcase the use of a genetic algorithm, incorporating techniques such as: crossover and mutation
- Utilized Java swing API to build a responsive GUI

### Projects Developed in Unity Game Engine

- Designed and implemented android games using C# in the Unity game engine.
- Applications published on the Google Play Store, include monetization using Google AdMob API

**Unity Game - Prime Defence** - [https://github.com/JustinStephenson/Aerial\\_Invasion](https://github.com/JustinStephenson/Aerial_Invasion)

- Created engaging gameplay that incorporates mixing and matching colors in a fun way.
- Designed a clean, user-friendly UI.
- Implemented leaderboard functionality and micro-transaction functionally.

**Unity Game - Aerial Invasion** - [https://github.com/JustinStephenson/Prime\\_Defence](https://github.com/JustinStephenson/Prime_Defence)

- Enjoyable game that includes simple controls and easily understood mechanics.
- Includes in game currency system that can be used to purchase cosmetics for the game.

## WORK EXPERIENCE

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**Data Entry; Contract:** United Way Toronto and York Region

**October 2017 – January 2018**

- Compiled the data of various corporate forms into an in-house database system
- Responsible for auditing the last phase of the donation data entry cycle
- Organized the corporate database by removing duplicates, and setting up data entry procedures
- Improved system functionality by formulating procedures to fix mistakes caused by human error
- Collaborated with team to prioritize processing high influence donations

**Data Entry; Contract:** Cosmetics Laboratories

**March 2017 – September 2017**

**Administrative Assistant; Contract:** Gurry & White

**February 2016 – February 2017**

**Data Quality Analyst; Contract:** Royal Bank of Canada

**May 2014 – October 2015**