

Mitchell Roman Sturba

Software Developer

🌐 MitchellSturba.com | 🐙 Github | 🔗 LinkedIn | ✉ Mitchellsturba2@gmail.com

EDUCATION

**BSC Computer Science [Honours] -
Specializing in Software Engineering**
University of Windsor - Windsor, Ontario
September 2017 - Present

PROJECTS

Personal Webpage

- Developed using **HTML**, **CSS**, and the **Bootstrap framework**
- Used as a learning opportunity to practice **front-end development**
- **Hosted and deployed** the web page with custom domain name

🐉 The Magic Hat

- The final project developed for **COMP-3770** (Intro to Game Development) at the University of Windsor that **received a grade of 100%**
- Collaborated with a **team** to deliver the best possible version of the final game

🐉 Path Finder

- A **Java** program that lets the user create a maze and watch an algorithm search for the exit
- Uses data structures such as **linked lists** and **queues** to find the **most efficient** path
- Entirely created using the JetBrains **IntelliJ** IDE

EXPERIENCE

Teaching Assistant - CS Program

University of Windsor - Windsor, Ontario
4 semesters (Sept 2018 - April 2020)

- **Proctored** and **graded** midterms and exams in various **computer science** classes
- **Held office hours** and provided students with academic assistance among topics such as **linked lists**, **stacks**, and **queues**

Mobile App Developer - ShapeShift!

Windsor, Ontario

September 2019 - November 2020

- **Sole developer** and programmer of multiple **iOS/Android** based mobile games
- Downloaded over **one thousand** times with a rating of **4.8/5** among the **Google Play** and **App Store**

SKILLS

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- Proficient in **C**, **C#**, **Java**, **C++**, **Python**, **HTML**, and **CSS** languages
 - Professional **mobile development** across platforms such as **iOS** and **Android**
 - Worked with both **Windows** and **Mac** operating systems

HACKATHONS

Winhacks 2020

Windsor, Ontario (March 27-29)

- Handled back-end development of the project website (account authorization and database)