Mitchell Roman Sturba

Software Developer

■ MitchellSturba.com |
 Github |
 LinkedIn |
 Mitchellsturba2@gmail.com |
 Output

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

O 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 the iOS/Android based mobile game
- Downloaded over one thousand times with a rating of 4.7/5 among the Google Play and App Store

SKILLS

- 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)

Updated: July 10, 2020 Resume - Mitchell Sturba