

Mitchell Roman Sturba

Windsor, ON

☎(+1) 519 977-4616 | ✉sturbam@uwindsor.ca | 🌐[Mitchell Sturba](#) | 💼[Linkedin](#)

EDUCATION

BSC Computer Science [Honours] - Specializing in Software Engineering

University of Windsor - Windsor, Ontario / September 2017 - Present

EXPERIENCE

Teaching Assistant - Computer Science Program

University of Windsor - Windsor, Ontario / September 2018 - Present

- Leads and instructs students in **Java** and **C** based laboratory classes
- **Proctors** and **grades** midterms and exams in various **computer science** classes
- **Holds office hours** and provides students with academic assistance among topics such as **linked lists**, **stacks**, and **queues**

PROJECTS



[ShapeShift! - Android/iOS App](#)

- **Sole developer** and **programmer** of the **iOS/Android** based mobile game **ShapeShift!**
- Developed the application using **Unity** and **C#**
- **Successfully deployed** the application to both the **Play Store** and **App Store**
- Received over **800 downloads** among the Google Play and App Store
- Over **25 reviews** with a **4.7/5 rating**

[Path Finding Algorithm](#)

- 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

[Sorting Algorithm Visualizer](#)

- Developed using **Java**, the sorting algorithm visualizer is an executable jar file that shows a step-by-step example of how the sorting algorithm **bubble sort** systematically sorts a group of vertical lines by length

SKILLS

- Proficient in **C**, **C#**, **Java**, **C++**, **Python**, **HTML**, and **CSS** languages
- Professional **mobile development** across platforms such as **iOS** and **Android**
- Years of experience working with **Visual Studios Code**, **Xcode** and various other **IDEs**
- Worked with both **Windows** and **Mac** operating systems