Mitchell Roman Sturba

Software Developer

EDUCATION

BSC Computer Science [Honours] - Specializing in Software Engineering

University of Windsor - Windsor, Ontario September 2017 - Present

PROJECTS

Various Mobile Games

- Sole developer and programmer of multiple iOS/Android based mobile games such as "ShapeShift!" and "Don't Fall Down!"
- Received thousands of downloads with a rating of 4.9/5 among the Google Play and App Store

Autonomous Vehicle Simulation

- **Utilized** the **Unity** game engine to simulate the behaviour of an autonomous vehicle
- Trained the simulation using deep learning neural networks through the tensorflow library
- Successfully simulated the vehicle in multiple dynamic environments

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

Developer - Tapas Games

Berlin, Germany - Remote Sept 2020 - Present

- Develops prototypes of mobile games to be tested for market
- Utilizes Unity game engine to deliver a product that reflects the final quality of the game

Teaching Assistant - CS Program

University of Windsor - Windsor, Ontario 6 semesters (Sept 2018 - Present)

- Proctors and grades midterms and exams in various computer science courses
- Holds office hours and provides students with academic assistance among topics such as linked lists, stacks, and queues

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: March 3rd 2021 Resume - Mitchell Sturba