Mitchell Roman Sturba

Software Developer

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Github |
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Output

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

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

Developer - TapasGames

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 5 semesters (Sept 2018 - December 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

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: November 13th, 2020 Resume - Mitchell Sturba