Mitchell Roman Sturba

Software Developer

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

PROJECTS
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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
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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 - Dec 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
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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
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Winhacks 2020
Windsor, Ontario (March 27-29)
- Handled back-end development of the project website (account authorization and database)