Mitchell Sturba

Software Developer

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

Education

B.S Computer Science [Honours]
Specializing in Software Engineering
University of Windsor (September 2017 - November 2021)

Projects

Various Mobile Games

- **Sole developer** and programmer of multiple **iOS/Android** based mobile games such as "ShapeShift!" and "Don't Fall Down!"
- Received **5,000+** organic 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 **pytorch** 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

DuoLenium

- Utilizes **Selenium Webdriver** to automate a training session on Duolingo
- Written entirely in the **Python** programming language

Experience

Unity Technologies Montréal, Québec
Software Developer January 2022 - Present
Software Developer Intern May 2021 - August 2021

- Develops and maintains multiple **Unity** packages for the third-party ecosystem team
- Engineers best solutions for **backend** and **frontend** problems

Tapas Games Berlin, Germany (Remote)
Developer Sept 2020 - March 2021

- **Developed prototypes** of mobile games that were tested for market
- **Utilized Unity game engine** to deliver a product that reflects the final quality of the game

University of Windsor Windsor, Ontario
Teaching Assistant (Sept 2018 - April 2021)

- **Proctored and graded** midterms and exams in courses such as **Intro to Algorithms** and **Object Oriented Programming**

Skills

- Proficient in **C, C#, C++, Java, Python, HTML**, **CSS,** and **Javascript** languages
- Professional **mobile development** across iOS and Android platforms

Hackathons

Winhacks 2020 Windsor, Ontario
Team Lead (March 27-29)

- Developed back-end layer of the project website

Updated: June 12th 2022