

# Mitchell Sturba

Software Developer

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## Education

### BSc Computer Science [Honours]

Specializing in Software Engineering

University of Windsor (Sept 2017 - Nov 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 - Aug 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 - Mar 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 - Apr 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

(Mar 27-29)

- Developed back-end layer of the project website