Mitchell Sturba

Software Developer

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Education

B.S Computer Science [Honours]
Specializing in Software Engineering
University of Windsor (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 **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
- Entirely created using the JetBrains **IntelliJ** IDE

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

Experience

Unity Technologies — Montreal, Quebec
Software Developer Intern — May 2021 - August 2021
- Implemented the **package validation process** in **C#** and **Typescript**
- Ensured packages created by 3rd-parties met a minimum **quality** standard by writing a **suite of tests**

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**

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 (March 27-29)
- Developed back-end layer of the project website