Steven DeMartini

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Objective

I am seeking an entry level position as a software engineer to utilize my problem solving skills to further develop my abilities in computer science. I look forward to joining an innovative team and collaborating on applications and web development.

Education

California State University EB— Graduated with a BS, Computer Science Degree, March 2018

Experience

iOS DEVELOPER, START UP— MARCH 2018- PRESENT
- Design & develop cleaning services iOS app using Model View Controller design pattern
- Use Firebase for account creating, authentication, file storage, and a relational database

FEEDBACK INTERN, START UP EASTBAY — FALL 2017 - MARCH 2018
- Collected and processed feedback for my group at Start Up EastBay
- Worked in different groups and organized club events and trips
- Coordinated IEEE members by scheduling events for students & company employees
- Used tools like Slack, Trello, Google Docs, Sheets, and Slides.

Projects

ARTIFICIAL INTELLIGENCE — MARCH 2018
- Used Artificial Intelligence on games to decide what next move would be most effective
- The environment was Jupiter Notebook in Anaconda and the language was Python 3
- Used concepts like Bayes' rule, value iteration, discounting, and pruning

3D UNITY SHOOTER VIDEO GAME — FALL 2017
- Main project for my software engineering class with a group of 5 people
- Documented in a SRS and SDS
- Dev environment was Unity, the programing language used was C#
- Development life cycle was a combination of agile and spiral.
- Used a singleton design pattern
- Github with git for version control.

SOCIAL NETWORK AND MESSAGING IOS APPS — MARCH 2018
- Independent projects outside of school to learn fundamentals of iOS development
- Utilize a model view controller (MVC) design & FireBase to store posts, messages, and user login information
- Written in Xcode using Swift, Coco Pods, Firebase, and Swift Keychain wrapper
- Functions involved creating and authenticating users, getting and setting data from Firebase database, and displaying information in view controllers.

Skills: Java, Python, C++, C, C#, Swift, Objective C, JavaScript, CSS, HTML, JSX, Mongo, Express, React Node.js, babel, REST API, gitwith Github, Firebase,Cocoapods, Sketch, Adobe Suite, UX, UI, Google Cloud Services, AWS, Azure, Android Studios, XAMPP, MYSQL WorkBench, Jupyter, Notebook with Anaconda, Linux, xcode, Android Studio, Unity, UR4, Agile and Spiral development cycles, OOP, MVC