



## 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 Easy Bay – Bachelor of Science, Computer Science, March 2018

## Projects

### **3D UNITY SHOOTER VIDEO GAME – FALL 2017**

This was the main project for my software engineering class. The project was done in a group of 5 people and the project was documented in a SRS and SDS. The environment the game was developed in was Unity, the programming language used was C#. The development life cycle was a combination of agile and spiral. The game had a single instance of a class called "gameManager" making it a singleton design pattern, and we used Github for version control.

### **SOCIAL NETWORK AND MESSAGING IOS APPS – MARCH 2018**

These were independent projects that I worked on outside of school to learn the fundamentals of iOS development. These apps utilize a model view controller (MVC) design and use FireBase to store posts, messages, and user login information. The apps were written in Xcode using Swift, Coco Pods, Firebase, and Swift Keychain wrapper. Functions of the apps involved creating and authenticating users, getting and setting data from Firebase database, and displaying information in view controllers.

### **ARTIFICIAL INTELLIGENCE – MARCH 2018**

I used Artificial Intelligence on games to decide what move would be most effective to be made from the current state. The environment was Jupiter Notebook in Anaconda and the language was Python 3. I developed applications using concepts like Bayes' rule, value iteration, discounting, and pruning to determine the next best actions.

### **FEEDBACK INTERN, START UP EASTBAY – FALL 2017 - MARCH 2018**

I was in charge of collecting and implementing feedback for my group at Start Up EastBay. I also worked in different groups and organized club events and trips. I coordinated my group and people in IEEE by scheduling events for students and company employees. My team used tools like Slack, Trello, Google Docs, Sheets, and Slides.