

STEVEN HURTADO



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EDUCATION

University of Florida

B.S. Computer Science, College of Engineering

May, 2019

RELEVANT SKILLS

Programming Languages

Proficient in C++, Swift, Java; Familiar with Obj-C, SQL/PLSQL and Web-Dev. (HTML, CSS, JavaScript)

Frameworks & Other Technology

Xcode | Android Studio | CocoaPods | Firebase
| AFNetworking | OneSignal | Git | Adobe CC:
Animate, Illustrator |

COURSEWORK

Applications of Discrete Structures
Computational Linear Algebra
Data Structures and Algorithms
Information and Database Systems
Introduction to Software Engineering
Introduction to Computer Organization

EXPERIENCE

Software Development Intern (Mobile/Web) - Agora

May - August 2017

- Built member point-system and push-notification subscription features for the iOS and Android mobile platforms.
- Worked on enhancements in user experience, application performance, and future ideas.

COP3502 Programming Fundamentals TA - University of Florida

January - April 2017

- Held labs/office hours to better develop students in fundamental programming concepts.

C++/Java Programming Instructor - iDTech Camps

May - August 2016

- Instructed students in the C++/Java Programming Languages.
- Taught programming basics, including Object-Orientation and dynamic memory allocation.

PROJECTS

SGSenate iOS Application - UF Student Government

Spring 2017

- Worked with the Student Government Association to develop an app for their senate hearings in order to replace their 100% paper system.
- Functionality includes: displaying their agenda, bills, and miscellaneous items from their website, a live queue for public debates, a voting system on concurrent bills, and admin features.

Langua - iOS CodePath Final Project

Spring 2017

- Language learning application that provides mentors, resources, and courses for learning clients, using Firebase as a database and backend.
- Includes course registration, and chat features with a live feed of who's online.

Mission: Debug - SwampHacks 2017

Spring 2017

- Lead developer in a team of four to create an interactive computer science web game, done in JavaScript.
- Used and configured LeapMotion hardware and SDK to utilize motion sensing interaction with our application.

INTERESTS & INVOLVEMENT

UF Association for Computing Machinery

Acting VP of Professional Affairs
iOS Mobile Development "Texpert"

Music & Languages

Guitar, keyboard, and production/composition
Bilingual, English and Spanish; Conversant,
Japanese and Korean

AWARDS

Academic

College of Engineering Scholarship Recipient
Florida Bright Futures Scholar

Extracurricular

National Top Student in CodePath University iOS Course
Organizer's Prize for *Photag* - SwampHacks 2016