LOGAN STEVENS

Technology Professional and Educator

PROFILE

I have an accomplished history in both the technological and educational worlds along with experience in software development, teaching, research, and a variety of programming languages.

CONTACT

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/in/logan-c-stevens/

Bel Air, MD 21014

EDUCATION

UNIVERSITY OF MARYLAND, CP
Bachelor of Science Degree in Computer Science and Theatre
Current GPA: 4.00
Expected Fall 2022

HARFORD COMMUNITY COLLEGE
Associate of Science Degree in Computer Science, Honors
Summer 2019

PROJECTS

FoodPath / FoodCrawler
 Creating meal software implementing the Google Maps API in conjunction with Vue.js. Current goals are to achieve compatibility between Windows, iOS, and Android devices, and implementing further routing options. **(Work in Progress)**

Robotics
 Skilled at engineering, and programming vast arrays of robots from industrial purposed machines to bipedal concept demonstrations. Earned multiple certificates through formal robotics design courses.

EXPERIENCE

Web Developer (*Nov. 2020 – Present*)
 Designs and maintains the webpages for the Stamp Student Union used by tens of thousands of students at the University of Maryland, College Park.

UNIV 106 Teaching Assistant (*Jul. 2020 – Dec. 2020*)
 Represents the Transfer Student Community as a mentor and leader while leading meetings, developing course content, and facilitating discussion.

Instructional Design Intern (*Jun. 2020 – Present*)
 Collaborates with instructional designers to create the best possible experience for online students. Duties include conducting research, designing webpages, writing lecture scripts, and developing course activities such as creative thinking assignments, bilateral exercises, and videos.

Mathematics & Computer Science Learning Assistant (*Sep. 2019 – Jan. 2020*)
 Provided academic support to college students by promoting study habits and learning strategies, requiring mastery of many programming languages and mathematical techniques. Earned certification in the Microsoft Office 365 Suite.

Library Computer & Media Lab Attendant (*Aug. 2017 – Aug. 2019*)
• Delivered effective IT support, reference, guidance, and reception.
• Maintained computers, projectors, and other types of professional equipment.
• Assisted patrons with subjects ranging from video-editing to complex scripting.

ACADEMIC PROWESS

VR/AR/HCI Educational Telepresence Research Project (*Jul. 2020 – Present*)
 Uses the Unity Engine and C# to create VR/AR environments for research project studying the effects of VR/AR on education and how detrimental effects of education during the COVID-19 Pandemic can be mitigated.

Recipient of Multiple Prestigeous Scholarships
 Kenneth & Patricia Perluke Scholarship, Bel Air Rotary Club Scholarship, 2020 Diversity Conference Scholarship, and the Betty Beckley Scholarship.

SKILLS

• Java
• Python
• Assembly Language
• C, C++, & C#
• HTML, XHTML, & CSS
• Unity 3D
• Web Design

• Editing and Formatting
• Video Game Development
• Video Editing
• Certified Microsoft Office 365 Skills
• Public Speaking
• JavaScript
• Wolfram Mathematica