

# Stephen Cox

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## Education

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### Bachelor of Science, Computer Science

University of Minnesota

GPA: 3.853

May 2023

Minneapolis, MN

### Associate of Arts

Inver Hills Community College

GPA: 4.0

June 2021

Inver Grove Heights, MN

## Projects

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### Raytracer

- Created a backwards-raytracing program using C++ that creates images from .obj files containing graphical notation.
- Implemented spheres and triangles by adding ray-intersection functionality and object data, including colors and textures.
- Applied the Phong Illumination model by adding lighting and shading along with reflection, refraction, and transparency capabilities for more lifelike images.

### Othello Artificial Intelligence

- Created a program to play the Othello board game using C++, featuring an AI opponent utilizing minimax algorithms, state evaluations, and alpha-beta pruning for reduced space complexity.
- Delivered a report on the AI's proficiency at varying strength levels, written using LaTeX.
- Refactored the program into C# and .NET Core to allow it to run on any major operating system.

### Parsons Problems Application

- Designed an application for creating computer programming exam questions (Parsons Problems) with a small team.
- Composed the Software Requirements Specification (SRS) and Software Design Document (SDD) documents, detailing the system's features, use cases, class descriptions with UML, and traceability of system requirements.
- Developed a prototype application using C++ and performed unit tests to generate an execution report and an end-to-end scenario document.
- Employed agile methodologies as a scrum master to coordinate and manage the team's development progress.

## Professional Experience

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### Cook

JL Beers

February 2021 – Present

Burnsville, MN

- Cooked and served orders to restaurant guests, ensuring prompt completion and accuracy.
- Maintained clean and organized workspaces to allow for efficient and safe operations.
- Trained peers on common procedures for food preparation and cooking.

### Front-end Supervisor, Sales Associate, Receiver

Total Wine & More

February 2016 – July 2020

Burnsville, MN

- Supervised and supported a team of cashiers by delegating and cooperating on critical tasks.
- Provided customers with product selections and knowledge through demonstration and education.
- Managed inventory and deliveries by coordinating with sales representatives and merchandising personnel.

## Skills

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**Languages:** C, C++, C#, Java, Python, HTML, JavaScript

**Tools and Technologies:** .NET Core, Linux, Visual Studio, Unity Game Engine, GitHub, LaTeX, Microsoft Office