



Stefan Todoran

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Work Experience

Deutsch Partners

Technical Consultant

- Coordinated 4 month streamlining & automation process for legacy HR and customer acquisition workflows, saving thousands of hours + \$7k yearly.
- Lead development team modernizing website and constructing client portal and admin dashboard. (June 2023 - September 2023)

GeoSMART

Undergraduate Researcher

- Designing end-to-end machine learning workflows for training reproducible models applicable to geoscience research, primarily in computer vision.
- Collaborating on resources for a joint machine learning + geoscience [curriculum](#) at the UW.
- Building and maintaining outreach and education infrastructure including a [website](#), blog and administrative dashboard. (February 2022 - Present)

Mezzo

Full Stack Mobile Developer

- Developing a cross-platform mobile app helping users to schedule meetups painlessly.
- Implement custom UI elements for cross-platform consistency and easy back-end integration. (Oct 2022 - Jun 2023)

Freelance Web Design

Customized Website Development & SEO

- Built 10+ websites for local Seattle businesses, including e-commerce, bookings, and informational.
- Provide recurring maintenance and search engine optimization, see examples at todoran.dev. (March 2019 - April 2023)

MediaNet Inc.

Junior Software Development Intern

- Spearheaded the 6-week mobile app building project, replacing a legacy internal website.
- Integrated with and expanded existing back-end services to support the new mobile app. (June - August 2019)

DATINA Romanian Folkloric Ensemble

Theatrical Sound Engineer & Developer

- Replaced premium music management software with an in-house solution, saving hundreds of dollars yearly for the non-profit, low budget group.
- Developed and maintain an official [website](#). (December 2018 - January 2022)

Education

University of Washington

Computer Science (BS) – Class of 2023 (3.81 GPA)
Computer Science (MS) – Class of 2024 (4.00 GPA)

Coding Projects

ALRITE

Full Stack Web + Mobile App

- Designed and built eHealth data collection mobile app, supporting backend + APIs, and webapp-based workflow editor and dashboard.
- Collaborated with doctors and researchers to launch system for use in rural Uganda.

Technivision

Hybrid iOS & Android Mobile App

- Collaborated with 3 peers on a mobile app which employs computer vision to analyze exercise technique and provide personalized feedback.
- Utilized React Native, TensorFlow, JavaScript.

Frijma

Mobile-focused Web App

- Utilized computer vision and clever parsing to provide data on food storage, expiration, and targeted recipe ideas from grocery receipts.
- Built in just 24 hours with TypeScript and Edamam.

Crates & Craters

Hybrid iOS & Android Mobile App

- Designed mobile puzzle game with a simple premise but surprising complexity.
- Available on Google Play, coming to App Store.
- Created using React Native, Blender and Figma.

Publications

- ❖ Mapping snow in satellite imagery w/ ML ([pub.](#) '23)
- ❖ Arbitrary data collection in low resource settings ([pub.](#) '23)

Extracurricular Activities

- ❖ AT&T Summer Learning Academy (2021)
- ❖ UW Winter Programming Contests (2021-2023)
- ❖ DubHacks2020 & DubHacks2022 Hackathons
- ❖ Congressional Apps Challenge (2019)

Certifications & Awards

- ❖ Washington State Seal of Biliteracy (*Spanish*)
- ❖ Certificate of Special Congressional Recognition
- ❖ Dempsey Startup Competition Finalist (2023)
- ❖ University of Washington Dean's List (2020-2022)
- ❖ College Board AP Scholar with Distinction