



# 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

#### Machine Learning 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](http://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 (MS) – Class of 2024 (3.93 GPA)

Computer Science (BS) – Class of 2023 (3.81 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.

### Crates & Craters

#### Hybrid iOS & Android Mobile App

- Designed and developed a 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.

### 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.

## Publications

- ❖ Mapping snow in satellite imagery w/ ML ([pub.](#) '23)
- ❖ Arbitrary data collection in low resource settings ([pub.](#) '23)
- ❖ Transformer fine-tuning for river segmentation (*in review*)

## Extracurricular Activities

- ❖ UW eScience Hackweek Project Lead (2023)
- ❖ UW Winter Programming Contests (2021-2023)
- ❖ AT&T Summer Learning Academy (2021)
- ❖ DubHacks2020. DubHacks2022, DubHack2023
- ❖ Congressional Apps Challenge (2019)
- ❖ Computer Science focused Medium blog ([link](#))

## 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