Stefan Todoran

stodoran@uw.edu - (425) 577 0524

University of Washington – Class of 2023

Paul Allen School - Computer Science (BS)

Work Experience

MediaNet Inc.

Junior Software Development Intern

Lead the mobile app building project, integrating existing music streaming back-end services with a secure, intuitive mobile app for employee use. Key challenges: tight security and time constraints. (Jun - Aug 2019)

GeoSMART

Undergraduate Research Assistant

Collaborating with UW geoscience researchers to build outreach infrastructure including a website with a blog and jupyter notebooks for a joint machine learning + geoscience curriculum. (Feb 2022 - Present)

Freelance Web Design

Customized Website Development & SEO

Built several e-commerce and small business websites for local Seattle businesses. Provide recurring site maintenance and SEO optimization. (Mar 2019 - Present)

DATINA Romanian Folkloric Ensemble

Theatrical Sound Engineer

Recorded, mixed, and synced sounds for rehearsals and performances and helped coordinate practices. Developed an official website and program to organize and edit music. (Dec 2018 - Jan 2022)

Global Women — Partners in Philanthropy

Official Photographer and Logistics Assistant

Documented and managed the Yizhong Fund Educational Summit on Collective Giving Grantmaking, helping host a group of Chinese philanthropists on a tour of various candidate businesses and organizations. (Apr 2019)

Certifications & Awards

- Washington State Seal of Biliteracy (Spanish)
- Certificate of Special Congressional Recognition
- College Board AP Scholar with Distinction
- Certificate of Academic Achievement
- Loom Network Solidity Curriculum Certificate
- University of Washington Dean's List

Coding Projects

Technivision

Hybrid iOS & Android Mobile App

Collaborated on a mobile app that utilizes pose estimation computer vision to provide users with personalized feedback to improve their technique in various exercises for safer, more effective work outs.

(Sept 2019 - Aug 2021)

Music Manager (DATINA)

Windows Desktop Executable

Built a music manager program to organize, edit and play music for practices and performances to address shortcomings with existing premium software and save money for the non-profit, low budget group DATINA. (Oct 2019 - Dec 2020)

Linguini

Chrome Extension w/ Azure & G Cloud Integration

My team's submission to DubHacks2020, Linguini is an extension designed to help students and non-native speakers compare translations in a manner conducive to finding deeper understanding and fluency. (Oct 2020 - Present)

Crates and Craters

Hybrid iOS & Android Mobile Game

A personal passion project, Crates and Craters is a minimalist puzzle game built with React Native. (Mar 2022 - Present)

Extracurricular Activities -

- AT&T Summer Learning Academy (2021)
- UW Winter Programming Contests (2021 & 2022)
- DubHacks2020 Hackathon
- Congressional Apps Challenge (2019)

Professional References -

Vladimir Grabarchuk

Lead Software Engineer – MediaNet Inc. (714) 289-1436

Andreea Isaac

Head Director – DATINA Romanian Folk Ensemble (425) 223-7781