Ştefan Todoran

✉ stodoran@uw.edu ☎ (425) 577-0524

Work Experience

Teutsch Partners
Technical Consultant
- Guided 3 month streamlining & automation process for legacy HR and customer acquisition workflows.
- Lead development team modernizing website and constructing client portal, onboarding, & bookings.
(June 2023 – August 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.
(Feb 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 8+ websites for local Seattle businesses, including e-commerce, bookings, and informational.
- Provide recurring maintenance and search engine optimization, see examples at todoran.dev.
(Mar 2019 – Apr 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.
(Jun – Aug 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.
(Dec 2018 – Jan 2022)

Education

University of Washington
Computer Science (BS) – Class of 2023

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 & 2022)
- 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