# Stefan Todoran

# 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 <u>website</u> with a blog and two 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. Examples available at <u>todoran.dev</u>, my website. (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 - Sept 2022)

#### **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)

Extracurricula	

- 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