STEVEN OU

43-21 189ST, Flushing, NY 11358

📞 347-255-2896 ✉ osteve425@gmail.com 🔗 www.linkedin.com/in/steven-ou- ⬤ https://github.com/Steven-Ou

Education

Queens College/CUNY Sep. 2023 – May 2027
Bachelor of Arts in Computer Science *Queens, NY*
- **Courses**: Web Development, Algorithms Analysis, Database Management, Internet Technology, Systems Programming, Computer Architecture, Object Oriented Programming

Experience

Bayside High School July 2023 – August 2023
Tech Department Intern *Bayside, NY*
- Conducted maintenance on over 250 MacBooks and Windows computers, including reimaging and updating software.
- Organized Ethernet and power cords, ensuring efficient connectivity and neatness in laptop carts.
- Resolved technical issues for students and teachers, addressing laptop problems and account-related issues.
- Replaced damaged batteries with functional ones.
- Assisted with network management by recording Windows and Mac addresses, integrating them into the school's Wi-Fi system, and installing necessary applications on desktops as per teacher requests.

A.I Plus Learning Center September 2023 – Present
Tutor *Flushing, NY*
- Tutored 30 students in HTML, CSS, JavaScript, algebra, and trigonometry resulting in a 10% increase in grades by implementing personalized study plans and interactive exercises.
- Taught 15 students how to create projects using HTML, CSS, and JavaScript, resulting in the development of impressive projects through personalized guidance.

Projects

Game Shop Website Database | HTML, CSS, JavaScript, Java, SQLitedx' June 2023
- Designed and implemented a Java-based HTTP server application integrated with a SQLite database, aimed at delivering game information to clients via RESTful API endpoints.
- By leveraging HTTP server capabilities and database connectivity, the project demonstrates how to create a responsive web application architecture that can scale with additional features and optimizations as needed.
- Successfully delivered a robust web application capable of efficiently retrieving and displaying detailed game information, demonstrating proficiency in full-stack development and integration of server-side logic with client-side interactivity.

Word Puzzle Game | Java, VScode/Eclipse April 2024
- Developed a Word Puzzle game using Java, enhancing logical thinking by setting up engaging rules for users
- Implemented input processing to validate user guesses, displaying errors for incorrect words that aren't in the list and awarding 5 points for special words from the predefined list.
- Designed and implemented a graphical user interface (GUI) using Java Swing to interact with user input, displaying correctly guessed words and dynamically updating the user's score.

Happy Birthday! | Java, Java Swing, OOP principles June 2023
- Designed and developed an interactive graphical user interface GUI using Java and Java Swing, providing a dynamic and engaging user experience.
- Created a responsive GUI that handles keyboard and mouse events, manages game state, and implements a game loop to continuously update the graphical content and user interactions in real time.
- Implemented game logic to control the movement of balls with randomized colors, speeds, and positions, enhancing visual variety and interactivity.

Technical Skills

Languages: Python, Java, C++, C, HTML/CSS, JavaScript, SQL
Developer Tools: VS Code, Eclipse, SmarTTY, Replit, git
Technologies/Frameworks: Linux, GitHub, WordPress