

Steven Harolds

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AAS in Computer Science, Networking Emphasis (Utah Valley University, 2019)

Website/portfolio: [stevenharolds.com](http://stevenharolds.com)

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## Work Experience

### **Programmer – Montana Department of Public Health and Human Services** (November 2020 - Present)

- Worked on the development, testing, and troubleshooting of various projects.
- Created multiple programs for moving files between servers automatically.
- Created an encrypted username/password management application.
- Worked on building solutions that integrated with content/workflow management software.
- Used various languages and technologies, including Python, Java, Spring, Bash, HTML, JavaScript, SQL, PL/SQL, PHP, Microsoft Teams, JetBrains Idea, Jira, Hyland Perceptive Content, Tomcat, SSH/SFTP/FTPS, XML, Git, etc.

### **Software Developer I (Unity) – Improvement Interactive** (May 2020 – July 2020)

- Worked on the development of a cycling/fitness game using C# with the Unity Engine. (See [cadesport.com](http://cadesport.com))
- Did testing and worked on improvements for the game daily.
- Worked on various aspects of the game, including movement mechanics and UI.
- Worked remotely with a team, using Microsoft Teams for communication.
- Used Git for file management.

### **Engineering Support Administrator – Cascade Corporation (contracting agency: E-Mobile Group)** (February 2020 – March 2020)

- Redrafted and updated engineering drawings from Cascade's branch in Japan using Solid Edge.
- Updated relevant information and files in Teamcenter.
- Position was eliminated due to Covid-19.

### **Game Development Intern – Beach Day Studios** (January 2020 – March 2020)

- Worked on the development of hyper-casual mobile games using C# with the Unity Engine.
- Worked remotely with a team, using Microsoft Teams for communication.
- Used Git for file management.
- Non-paid internship.

### **Engineering Intern – Wencor Group** (April 2016 – February 2020)

- Involved in the reverse engineering process of commercial airplane parts.
- Used various instruments to take precise measurements of parts.
- Used CAD software, Microsoft Excel, and Siemens Teamcenter regularly.
- Created various VBA scripts to improve the automation of processes for the engineers.

### **Insulation Installer – Sunroc Building Materials** (November 2017 – December 2017)

- Installed insulation in homes and apartment complexes.

### **Missionary – The Church of Jesus Christ of Latter-Day Saints** (February 2014 – February 2016)

- Taught interested individuals.
- Performed various service work.
- Non-paid volunteer work.

### **CAD Technician – Vivint Solar** (December 2012 – April 2013)

- Drafted layouts of rooftops and houses properties with AutoCAD.
  - Performed various related data entry tasks.
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## Programming/Software Experience

**Programming languages\*:** C# (3 years), C (2 years), C++ (1.5 years), Java (1.5 years), VBA (1 year), JavaScript (1 year), Python (0.5 years), Bash Script (0.5 years), PHP (0.5 years)

**Markup/query languages\*:** HTML (2 years), CSS (1 year), SQL (1 year), XML (0.5 years)

**Git:** Used while working at Montana DPHHS, Improvement Interactive, and Beach Day Studios. Also used for my personal website.

**Microsoft Office:** Extensive experience over several years, including writing various VBA macros for Excel and Word.

**Microsoft Teams:** Used daily for team communication and regularly for meetings while working at Improvement Interactive and Beach Day Studios.

**CAD software:** Several years of combined hobby and work experience with various software including Autodesk Inventor, SolidWorks, CATIA, AutoCAD, Rhino 3D, Solid Edge, and FreeCAD.

**Other modeling software:** Some use of Blender and Maya.

**Unity 3D:** Over 3 years of experience, including employment at Improvement Interactive and Beach Day Studios, as well as several hobby projects and a game development class at Utah Valley University. I am very familiar with the variety of functions, classes, features, etc. that Unity offers. I especially enjoy working on algorithms for processes such as movement, physics, procedural mesh modification, and even music visualization. See [stevenharolds.com](http://stevenharolds.com) for a few of the projects I have worked on.

**IDEs:** Visual Studio, JetBrains Rider, Android Studio, NetBeans, JetBrains IDEA, etc.

**Computer utilities:** Windows Command Prompt, Linux Terminal, Device Manager, Registry Editor, etc.

**Computer virtualization software:** Oracle VM VirtualBox, VMware Workstation, Windows Virtual PC.

**Media editing tools:** Vegas Pro, Audacity, GIMP.

**Other software/technologies:** SSH, SFTP, Jira, JetBrains YouTrack, Siemens Teamcenter, Hyland Perceptive Content, Spring framework, etc.

\*Note: The number of years listed for the languages is an approximation of experience based on work, scholastic, and hobby use, and may be less than the total number of years I have used them.

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## Other Information

- Eagle Scout (Boy Scouts of America)
- Studied computer engineering and mechanical engineering during part of my schooling.
- Completed beginner and advanced GD&T training courses from QC Training Services, Inc.
- Familiar with a wide variety of computer and audio/visual hardware.
- Skilled at problem solving/troubleshooting.
- Very attentive to detail.