

Steven Harolds
saharolds@gmail.com
385-539-3587

University Degree:

Associate of Applied Science in Computer Science, Networking Emphasis (December 2019)
Utah Valley University

Work Experience:

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

Updated part drawings and related information using Solid Edge and Teamcenter. Was cut short due to Covid-19.

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

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

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.

Of my own volition I also took on the task of creating or improving various VBA scripts to allow automation of processes for the engineers. I became the go-to person for VBA automation tasks and this became the majority of my work during the last several months.

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)

A nonpaid volunteer position, primarily involving teaching and service work.

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

Drew layouts of rooftops and houses properties with AutoCAD and assisted in the solar panel layout design process.

Newspaper Deliverer – The Standard Examiner (September 2008 – February 2009)

Delivered newspapers to several homes on a route.

Programming/Markup/Query Languages:

Language	Effective Experience in Years*	Sources of Experience
C#	2.5	Work as Game Development Intern 2 university courses Extensive hobby use with the Unity Engine
C++	1.5	2 university courses
C	2	Self taught while in high school 3 university courses
Java	1	2 university courses
VBA	1	Work as Engineering Intern
JavaScript	0.5	1 university course
HTML	1	1 high school course 1 university course
CSS	0.5	1 university course
SQL	0.5	Work as Engineering intern 1 university course

*The effective experience approximates my actual experience with a given language through personal, scholastic, and work-related use.

Notable Software Experience:

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

CAD software: Autodesk Inventor, SolidWorks, CATIA, AutoCAD, Rhino3D, Solid Edge

IDEs: Visual Studio, Android Studio, NetBeans, etc.

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

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

Siemens Teamcenter – Used regularly for over 3 years while working at Wencor Group and Cascade Corporation.

Unity Game Engine – Over 2 years of experience, including several hobby projects, a game development class at Utah Valley University, and an internship with Beach Day Studios.

Link to a few of the Unity projects I've worked on with sample videos:

<https://drive.google.com/drive/folders/1ZoA5r5SVi9BVdBbgSn168yWWU0JUNpza>

Media editing tools: Vegas Pro, Audacity, GIMP

Other Information:

Eagle Scout (Boy Scouts of America)

Completed beginner and advanced GD&T training courses from QC Training Services, Inc.

Skilled at problem solving/troubleshooting, especially with technical/computer issues

Very attentive to detail