

Steven Harolds
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Website/Portfolio

stevenharolds.com

Education

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

Work Experience

Programmer – Montana Department of Public Health and Human Safety (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, 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)
- Did testing and worked on improvements for the game daily.
- 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 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 and performed service work.
- Non-paid volunteer work.

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

- Drafted layouts of rooftops and houses properties with AutoCAD.
- Assisted in the solar panel layout design process.

Programming/Markup/Query Languages

Language	Effective Experience in Years*
C#	3
C	2
C++	1.5
Java	1.5
VBA	1
JavaScript	1
HTML	1
Python	0.5
Bash Script	0.5
CSS	0.5
SQL	0.5

*The effective experience approximates my actual experience with a given language through personal, scholastic, and work-related use. The number listed may be less than the total number of years I have used it.

Notable Software Experience

Unity Game Engine: 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, and procedural mesh modification. See stevenharolds.com for sample projects.

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

Siemens Teamcenter: Used as an end-user for nearly four years while working at Wencor Group. Some administrative use while working for Cascade Corporation.

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: Autodesk Inventor, SolidWorks, CATIA, AutoCAD, Rhino 3D, Solid Edge, FreeCAD

IDEs: Visual Studio, JetBrains Rider, JetBrains Idea, VS Code, 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.

Media editing tools: Vegas Pro, Audacity, GIMP.

Other software: Hyland Perceptive Content, Jira, JetBrains YouTrack