

## Website/Portfolio

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

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## Education

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

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## Work Experience

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

- Python, Bash, HTML, JavaScript, Microsoft Teams, Automatic file moving, workflow, forms, Linux, SSH/SFTP/FTPS, encrypted username/password storer, Git, Remote/work from home
- 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, Bash, HTML, JavaScript, Microsoft Teams, JetBrains Idea, JIRA, Hyland Perceptive Content, 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](http://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 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 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.

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**Programming/Markup/Query Languages**

Language	Effective Experience in Years*
C#	3
C	2
C++	1.5
Java	1
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.

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**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](http://stevenharolds.com) for sample projects.

**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:** 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:** Siemens Teamcenter, Hyland Perceptive Content, Jira, JetBrains YouTrack