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## 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

**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 [cvrcade.com](http://cvrcade.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#	2.5
C++	1.5
C	2
Java	1
VBA	1
JavaScript	0.5
HTML	1
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:** Over 2.5 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.

**Git:** Used daily for file management while working at 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, 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.

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

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## 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