

Steven Harolds

385-539-3587

saharolds@gmail.com

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

Website/portfolio: stevenharolds.com

Work Experience

Full Stack Application Developer – QC Conveyors (Oct. 2021 - Present)

- Worked on the development of websites using C# with the ASP.NET framework.
- Worked on the development of a virtual 3D system for configuring conveyor systems using C# with Unity.
- Created a program to construct CAD assemblies of conveyor systems using C# with Solid Edge.
- Created an add-on for the Solid Edge CAD software using C# and WPF for storing data from parts. This data would be used to properly position and orient those parts in conjunction with other connected parts within the tools mentioned above.
- Worked often and in depth with various 3D mathematical operations involving vectors, quaternions, and trigonometry.
- Worked frequently with T-SQL and Microsoft SQL Server, both from within code and within SSMS.
- Performed various IT tasks and technical troubleshooting as needed.

Computer Programmer – Montana Department of Public Health and Human Services (contracting agency: Weststaff Workforce Solutions) (Nov. 2020 - Oct. 2021)

- Created and modified reports using Transact-SQL in Microsoft SQL Server Reporting Services (SSRS).

Computer Programmer – Montana Department of Public Health and Human Services (Nov. 2020 - Oct. 2021)

- 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.
- Worked on various web applications.
- Used various languages and technologies, including Python, Java, Spring, Bash, HTML, JavaScript, SQL Server, PL/SQL, PHP, Microsoft Teams, JetBrains Idea, Jira, Hyland Perceptive Content, Tomcat, SSH/SFTP/FTPS, XML, Git, REST, etc.

Software Developer I – Improvement Interactive (May 2020 - July 2020)

- Worked on the development of a cycling/fitness game using C# with Unity 3D. (See 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) (Feb. 2020 - Mar. 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 (Jan. 2020 - Mar. 2020)

- Worked on the development of hyper-casual mobile games using C# with Unity 3D.
- Worked remotely with a team, using Microsoft Teams for communication.
- Used Git for file management.
- Non-paid internship.

Engineering Intern – Wencor Group (Apr. 2016 - Feb. 2020)

- Involved in the reverse engineering process of commercial airplane parts.
- Used various instruments to take precise measurements of parts.
- Used CAD software (SolidWorks and Rhino 3D), Microsoft Excel, and Siemens Teamcenter regularly.
- Created various VBA scripts to improve the automation of processes for engineers.

Insulation Installer – Sunroc Building Materials (Nov. 2017 - Dec. 2017)

- Installed insulation in homes and apartment complexes.

Missionary – The Church of Jesus Christ of Latter-Day Saints (Feb. 2014 - Feb. 2016)

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

CAD Technician – Vivint Solar (Dec. 2012 - Apr. 2013)

- Drafted layouts of rooftops and houses properties with AutoCAD.
- Performed various related data entry tasks.

Programming/Software Experience

Programming languages: C# (my preferred language overall, about 5 years of experience), Java, C, C++, JavaScript, VBA, Python, Bash Script, PHP

Markup languages: HTML, CSS, XML

SQL: Used frequently while working at QC Conveyors and Montana DPHHS.

Git: Used for projects at QC Conveyors, Montana DPHHS, Improvement Interactive, and Beach Day Studios.

Microsoft Office: Many years of experience, including writing various VBA macros for Excel and Word.

Microsoft Teams: Used daily for communication and frequently for meetings while working at QC Conveyors, Montana DPHHS, Improvement Interactive, and Beach Day Studios.

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

Other modeling software: Some use of Blender and Maya.

Unity 3D: Nearly 5 years of experience, including employment at QC Conveyors, Improvement Interactive, and Beach Day Studios, as well as several hobby projects and a game development course at Utah Valley University. I am very familiar with many of the wide variety of functions, classes, features, and capabilities etc. that Unity offers. I especially enjoy working on algorithms for processes such as movement, physics, procedural mesh modification, and music visualization.

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.

Siemens Teamcenter: Nearly four years of use while working at Wencor Group and Cascade Corporation.

Media editing tools: Vegas Pro, Audacity, GIMP.

Other software/technologies: .NET, SSH, SFTP, REST, SQL Server, SSMS, WPF, Winforms, Microsoft Server, Jira, JetBrains YouTrack, Power BI, Siemens Teamcenter, Hyland Perceptive Content, Spring framework, etc.

Other Information

- Eagle Scout (Boy Scouts of America)
- Studied computer engineering and mechanical engineering during portions 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.