

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

Software Developer I (Unity) – Improvement Interactive (May 2020 – Present)

- Worked on the development of a cycling/fitness game using C# with the Unity Engine. (See 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*	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. It may be less than the total number of years I have used it.

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: 2.5 years of experience, including several hobby projects, a game development class at Utah Valley University, and an internship with Beach Day Studios

Git: Used daily for file management while working at Improvement Interactive and Beach Day Studios

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