

Steven Streasick

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EDUCATION

Grand Valley State University, Padnos College of Engineering and Computing | Honors College
Masters of Science, Computer Science

Allendale, MI
Minor in Mathematics

- GPA of 3.860
- Dean's List: Fall 2022, Winter 2022, Fall 2023, Winter 2023
- Relevant Classwork: Datastructures and Algorithms, Applied AI, Software Engineering, Linear Algebra

EXPERIENCE

EJ Full Stack Software Developer

May 2024 – August 2024

- Developed and optimized PDF solutions using OpenPDF in Java, streamlining processes in Salesforce
- Deployed and maintained applications on AWS servers, streamlining operations and increasing system capabilities
- Identified and resolved bugs in OpenPDF, contributing pull requests to improve functionality

Freelance Programmer

August 2015 – Now

- Optimized AI pathfinding algorithms, reducing computation time and memory usage, increasing efficiency by 26%
- Actively embraced Roblox's evolving ecosystem by continuously learning and experimenting with new technologies

Cafe Santé Head Pantry Chef

June 2022 - August 2023

- Reduced overall ticket time for pantry orders by 13%
- Led six pantry cooks, ensuring clear communication and efficient operations for consistent customer experiences

PROJECTS

Mutation Testing Plugin

January 2023 - April 2023

Roblox testing tool

- Assessed effectiveness of mutation testing in game development, gauging community opinion on its utility and impact
- Developed a code injection framework for consistent reference handling amid script hierarchical changes
- Employed string manipulation in Lua to simulate code mutations, optimizing bug detection and debugging

Minesweeper

January 2022 - April 2023

Unpublished Roblox video game

- Created a three dimensional version of the classic game Minesweeper using complex garbage collection techniques
- Utilized access modifiers to control access to class data, promoting data integrity

Coloring Simulator

August 2018 - July 2022

Roblox video game with ~450k plays

- Designed a framework that allowed for other programmers to expand upon
- Learned to design achievable deadlines through precise planning and coordination with several developers

Chess

August 2022 - October 2022

Java based school project

- Reduced code duplication by employing inheritance to create a hierarchy of game elements
- Implemented an AI opponent that prioritizes piece protection and strategic piece captures

SKILLS

Programming Languages: C++, Java, Python, SQL, JavaScript, HTML5, CSS, C, Lua

Programming Skills: Game Development, Problem-Solving, Communication, Self-Starter

VOLUNTEER OPPORTUNITIES

Solar Spark

- Mentored 30 Middle School students to achieve their goal of raising \$70,000 for solar panels
- Established and sustained a revered, annual tradition
- Produced a promotional video to aid in the marketing of the project