STEVEN VENTURA

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SOFTWARE ENGINEER

Computer Engineering graduate experienced in developing software and writing scripts that enhance productivity and efficiency. Quick learner with proven ability to build and manage successful team players.

Core Competencies

Software Development • Team Management • Hardware Development • Application Design
Verilog • Java • C++ • Linux • Lua • OpenGL • JavaScript • MATLAB • LabView • OOP • ROS

EDUCATION

2017 **UNIVERSITY OF HOUSTON** **HOUSTON, TX**
Bachelor of Science, Computer Engineering

Select Projects:

- Used Verilog to code Altera Cyclone IV FPGA game featuring full color, textures, and custom font support on VGA display; utilized Java app to reformat source files for compatibility; course grade: A.
- Wrote Simon Memory Game in LabView; completed project 2 months before deadline.
- Utilized Tiva-C microcontroller to create embedded system for wall-following, line-reading embedded bot. Added LCD display for recreational purposes (not required by professor) that showed sprite files created/precompiled from Java app with custom paint UI. Placed 2nd in end-of-semester race.
- 2nd place winner of annual NASA Swarmathon Robotics Competition; earned $3,000 prize.
    - Used ROS, OOP principles, and State Machines to guarantee reliable collector-rover. 6 Swarm robots communicated following ROS standardized robotics interface via WiFi.
    - Delegated tasks to 4 team members; monitored progress and completion of tasks.
    - Served as only team representing University of Houston; competed against 19 teams across U.S.
- Created 3D OpenGL first-person, textured Java maze game using LWJGL and 3D OpenGL visualization of Conway's Game of Life.
- Implemented Dijkstra's shortest path algorithm for AI in Bomberman Java game.
- 2D Java game: built mapmaker client from scratch to draw map, add enemies, etc. to game; saves to file in predefined formats. Features TCP/IP Socket multiplayer support, co-op, and PvP modes.

2016 **WEARABLE COMPUTER** **HOUSTON, TX**
Software/Hardware Developer

- Charged with designing all applications for augmented reality startup company.
- Collaborated with team member to assemble integral hardware/defined hardware layout with part to part communication strategies for 3D-printed headset.
- Incorporated Raspberry Pi with Arduino 101 for peripherals in 3D-printed headpiece with small computer screen; prototyped handheld mouse that utilized accelerometer and gyroscope to move cursor.

TECHNICAL

- Verilog VHDL, Arduino, Java, C, C++, JavaScript, Linux, Lua, OpenGL, MATLAB, LabView, ROS, OOP

ACHIEVEMENTS

Eagle Scout, Boy Scouts of America (2012)
- Collaborated with Katy Home Savers to lead 24 members in multi-phase property reparation for in-need local (2012).

2nd Place Winner, NASA Swarmathon Robotics Competition, $3,000 prize.