**Steven Ventura**

Katy, TX 77450

(832) 338-6832 • 8StevenVentura@gmail.com

https://Linkedin.com/in/8Steven

**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

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| **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 the 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 Created map to determine part-to-part communication strategies. |
| **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. |