

Stew Esho

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Education

University of Toronto BSc. Candidate
Computer Science Specialist, Mathematics Minor
3.58 GPA

September 2017 – Present

Experience

Software Developer, Gameplay (Internship) Uken Games

May 2020 – April 2021

- Programmed new features for various mobile games using C#, Unity
- Refactored large portions of existing codebases
- Worked with a team to ensure all changes are made on time and to specification

Web Developer Red Piston Inc.

June 2019 – August 2019

- Developed WordPress plugins and themes from scratch using PHP and jQuery
- Created custom backend APIs and sites with Laravel, PHP
- Maintained websites for major clients, such as Lowe's Canada

Computer Science Researcher University of Toronto

May 2018 – August 2018

- Developed an educational game using Unity and C# to teach STEM topics
- Conducted playtests with 25 high school students
- Analyzed data and submitted report on optimal educational game design elements

Projects stewesho.com

Reflect, Refract, Escape Unity, C#

[GitHub Link](#)

- Multiplayer puzzle game to teach students about optics and the properties of light rays
- Completed for research project at the University of Toronto
- Educators requested to use final product in their high-school classrooms

Radial Bracket Generator React, Flask, Javascript, Python

[GitHub Link](#)

- Web-app used to generate radial brackets for tournaments
- Developed HTML form using Flask (Python framework) as the controller
- Algorithmically generates radial brackets using Python backend

Voyageur Transit Manager JavaFX, Java

- Desktop client built with JavaFX UI that manages transit systems
- Developed Java backend to allow users to create passes to board and exit transit vehicles
- Integrated backend with frontend admin tools built by team members