# Stew Esho

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## Education

**University of Toronto** BSc. Candidate — September 2017 – Present
Computer Science, Mathematics Minor **3.8 GPA**

## Experience

**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

**Game Student Developer** Red Piston Inc. — February 2016 – June 2016

- Developed and published 2 mobile games
- Helped in development and playtesting process of in-house project
- Released games on Google Play Store

**Robot Automation Technician** JFK Systems Inc. — July 2017 – August 2017

- Programmed automated movement for KUKA 6-axis industrial robots
- Configured production line of 6 new KUKA robots for first-time use

**Lead Programmer** FIRST Robotics Team 4940 — January 2014 – April 2017

- Programmed 4 robots' autonomous and teleoperated movement in Java
- Coded semi-automated subsystem control with Python and camera sensors
- Led new high-school students by teaching Java, version control, and robot coding

## Projects stewesho.github.io

**Reflect, Refract, Escape** **Unity, C#**

- 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** **Flask, Python, HTML, CSS**

- 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