

Stew Esho

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Undergraduate student of Computer Science at the University of Toronto

SKILLS

- ❖ Lead programmer of FIRST Robotics team 4940 for three years. Primarily programmed in Java, as well as implementing OpenCV vision processing in Python.
- ❖ Developed Windows, Linux, and Android software using Java, Lua, Python, and Cordova
- ❖ Created websites using HTML and CSS with Foundation and Jekyll web development frameworks
- ❖ Coded PC and Android games using Unity engine, Corona SDK, and LÖVE game framework
- ❖ Programmed, configured, and maintained KUKA 6-axis robots for use in automated assembly lines

EXPERIENCE

WolfTech Games - *Co-Founder, Programmer, Graphic Designer*

December 2013 - Present

- ❖ Developed *Slymes*, a 3D-arena multiplayer battle game. Released on Steam, November 2016.
- ❖ Created websites and landing pages for the games using Jekyll, HTML, CSS, and JavaScript
- ❖ Designed logos, GUI interfaces, concept art, and various in-game assets
- ❖ Freelanced as a game developer to design and build an Android game using C# and Unity

Red Piston Inc. - *Programmer - Co-op Student*

March 2016 - June 2016

- ❖ Designed, coded, and deployed two games ("*Tappit!*" and "*Prepenol!*") to the Google Play Store using the Lua scripting language and Corona SDK
- ❖ Prototyped game ideas using Unity and C# to create MVPs for feedback from the team
- ❖ Tested and identified bugs and issues in pre-existing applications for QA/QC

JFK Systems Inc. - *Robot Automation Technician*

July 2017 - August 2017

- ❖ Programmed KUKA assembly line robots for use in automation of auto parts manufacturing using KUKA's proprietary language (KRL)
- ❖ Commissioned and configured new stamping press lines to enable faster smoother operation

VOLUNTEERING

FIRST Robotics - *Lead Programmer*

January 2014 - April 2017

- ❖ Programmed autonomous motion, with help from gyroscopic sensors and vision detection, and robust human-operated control. Coded with Java and Python
- ❖ Competed for high school team in an annual, international robotics competition

University of Toronto Robotics Association - *Computer Vision Programmer*

October 2017 - Present

- ❖ Uses machine learning and OpenCV to allow an autonomous rover to detect humans and other objects around it.