

Steven G. Opferman

I deliver what I say I will, when I say I will, with an impressive level of quality.

Education

Stanford University

B.S. in Computer Science (2024)
Human-Computer Interaction track
Ethics & Technology minor
GPA: 3.7 / 4.0

Skills

JavaScript

React · Material UI · D3 · Vega-lite
Node · jQuery · React Native

HTML / CSS

Bootstrap · SCSS

Python

Pandas · Conda · Flask

and also:

SQL · Bash · MongoDB · Java · C/C++
LaTeX · Git/GitHub · Linux · Docker
OpenAI API · Prompt engineering
Figma · Canva · Qualtrics
GitHub Pages · Google Firebase

Publications

Julia M. Markel, Steven G. Opferman,
James A. Landay, Chris Piech. [GPTeach:
Interactive TA Training with GPT Based
Students](#). ACM Conference on Learning
at Scale, 2023.

Contact

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in [linkedin.com/in/sopferman](https://www.linkedin.com/in/sopferman)

Work Experience

RESEARCH ASSISTANT

Jan 2023 - Mar 2024

Piech & Landay Labs

- Implemented prototype system: data collection and storage, user interface, OpenAI API, randomized assignment with dynamic data; prototype released to 2,000+ users as part of [Code in Place](#)
- Ran user studies and performed affinity mapping to synthesize insights

RESEARCH ASSISTANT

Apr 2022 - Sep 2022

Sep 2023 - present

VMware Women's Leadership Innovation Lab

- Reviewed literature to design and implement methodological innovations addressing research needs
- Translated high-level user desires into implementation specifics with consideration for research context implications
- Wrote clear, thorough documentation at the technical level of a supervisor unfamiliar with programming
- Organized project for non-technical collaborators to interpret results and reuse code for future projects

HPC SUPPORT ENGINEER

Sep 2019 - June 2022

Stanford High Performance Computing Center

- Carried out setup and ongoing maintenance for production cluster computing
- Wrote documentation for customers using containers on national lab systems (Los Alamos, Livermore, Sandia)
- Developed and maintained internal and external websites; dispatched for website consulting to outside research groups

Projects

PROJECT MANAGER, SOFTWARE ENGINEER

Jan 2023 - July 2023

DUG

- Collaborated with individual with disability to understand her problem, ideate solutions, test prototypes, and gather feedback
- Managed schedules, organized meetings, and wrote weekly progress reports
- First runner-up in the 2023 RESNA Student Design Challenge

FRONT END DEVELOPER

Mar 2022 - Dec 2022

The Taimaka Project

- Designed and developed front end of NGO's pioneering digital malnutrition case management system
- Interpreted user stories to implement both explicit software capabilities and supplemental user experience features
- Collaborated with back end developer to establish data and API specifications
- Assisted team lead to deepen understanding of domain to address user needs and anticipated issues

DEVELOPER, DESIGNER, INTERVIEWER

Jan 2022 - Mar 2022

SeniorCircle

- Completed the design thinking process, including interviews, usability testing, heuristic evaluation, and three prototypes
- Documented and presented process, findings, and responses to feedback weekly
- Best Demo award winner at CS 147 Project Expo, based on final prototype and presentation (chosen by James Landay)