Stefan Zupancic

https://stezup.dev/

Email : szupancic@outlook.com
Mobile : 647-785-0011

EDUCATION

- **University of Guelph** — Guelph, ON
  Bachelor of Computing; Computer Science — **Sept. 2015 - Apr. 2023**
  - **Relevant coursework**: User Interface Design, Intelligent Systems, Software Engineering, Software System Development and Integration, Database Systems and Concepts, System Analysis and Design in Applications, Web Design and Development, Software for Legacy Systems, Analysis and Design of Computer Algorithms, Object Oriented Programming, Data Structures, Discrete Structures in Computing.

WORK EXPERIENCE

- **Overwatch Esports Coach** — Online, Europe, and North America
  With various Tier 2 and Tier 3 teams — **Sept. 2019 - Sept. 2022**
  - Engaged heavily in strategic and analytical thinking skills to judge and determine what the team needs to improve on.
  - Taught concepts to players via various visual mediums such as VOD reviews, info graphics, web- based documents.
  - Accommodated students with different learning styles.
  - Collected relevant match and practice data, organized it in a spreadsheet, then visualized it.
  - Responsible for leading a team and building a positive team environment.
  - Spent time as a head coach as well as working in tandem with other coaches as an assistant coach.

- **Gardener/Landscaper** — Toronto, ON
  Good2Grow — **Every summer since 2017**
  - Carried out gardening activities aimed at enhancing visual appeal for a variety of clients.
  - Collaborated within a compact team.
  - Executed plant pruning across diverse species, branch trimming, and minor tree removal within precise planting procedures.
  - Implemented weed control measures by applying ground fabric.
  - Skillfully utilized various types of stone for path construction.

- **Merchandiser** — Guelph, ON
  Shopper's Drugmart — **Sept. 2018 - Apr. 2019**
  - Managing inventory levels in the backroom.
  - Administrated incoming shipments.
  - Re-stocked front store to adjust for high velocity items.
  - Assisted customers.
  - Worked with management to close the store for the night.

ACADEMIC PROJECTS

- **Chess** — Python, Pygame, Numpy
  Chess game for human and AI players. — **Spring 2023**
  - Built all components of a standard chess game for a human player.
  - Implemented Negamax with Alpha Beta Pruning for search tree.
  - Added Zobrist Hashing for Transposition Tables to reduce computational load.

- **MNIST Single Digit Neural Network** — Python, Numpy, Matplotlib
  Simple neural network built from scratch. — **Spring 2023**
  - Adjusted different hyperparameters (activation functions, layer size, layer number).
  - Used matplotlib to create graphs, plotting accuracy and mean squared error for each epoch.

- **Social Media Visualizer** — Docker, Gitlab, K8s, Node.js
  Universal Basic Income Keyword Tracker — **Spring 2023**
  - Created various data visualizations with data that was pulled from Twitter and Reddit APIs
  - Acted as Product Owner for a group of student developers. Created user stories for developers to implement.
  - Practiced the agile method, had to pick which user stories were the target for each sprint.
  - Learned about DevOps and the CI/CD pipeline, using Docker and Gitlab. Deployed on a Kubernetes cluster.

TECHNICAL SKILLS

- **Advanced**: C, Python, Java, Linux/Unix, Git, Hardware Components, SBCs

- **Familiar**: Javascript, HTML/CSS, Docker, SQL, Rust, Bash/Zsh, WSL2, Spreadsheet software (Excel/Sheets)