

Stefan Zupancic

<https://stezup.dev/>

Email : szupancic@outlook.com

Mobile : 647-785-0011

EDUCATION

• University of Guelph

Bachelor of Computing; Computer Science

Guelph, ON

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

• Gardener/Landscaper

Good2Grow

Toronto, ON

Every summer since 2017

- **Garden Restoration:** Did Gardening work with the goal of improving overall aesthetic. Working with a small team.
- Pruning various types of plants. Cutting down branches and sawing down minor trees. Applying fabric to the ground to stop the spread of weeds. Putting plants in the ground. Working with different types of stones to make paths.

• Overwatch Esports Coach

With various Tier 2 and Tier 3 teams

Online, Europe and North America

Sept. 2019 - Sept. 2022

- 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.
- Was responsible for being a leader and building a good team environment.
- Spent time leading as a head coach as well as working in tandem with other coaches as an assistant coach.

• Merchandiser

Shopper's Drugmart

Guelph, ON

Sept. 2018 - Apr. 2019

- Managed inventory levels in the backroom every time a new shipment came in. Ran a quick re-stock of front store once a shift to adjust for high velocity items.
- Helped customers find what they need.
- Helped management close up for the night.

ACADEMIC PROJECTS

• Chess

Chess game with AI player.

Python, Pygame, Numpy

Spring 2023

- First built all components of a chess game for 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

Simple neural network built from scratch.

Python, Numpy, Matplotlib

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.

• Universal Basic Income Social Media Tracker

Data Visualizations created from data that was pulled from Twitter and Reddit APIs

Docker, Gitlab, Kubernetes, Node.js

Spring 2023

- 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

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