

Stefan Zupancic

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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

- **Gardener/Landscaper** Toronto, ON
Good2Grow **Every summer since 2017**
 - Engaged in gardening activities aimed at enhancing visual appeal for a variety of clients and 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.
- **Overwatch Esports Coach** Online, Europe, and North America
With various Tier 2 and Tier 3 teams **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 positive team environment.
 - Spent time leading as a head coach as well as working in tandem with other coaches as an assistant coach.
- **Merchandiser** Guelph, ON
Shopper's Drugmart **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** 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
- **Familiar:** Rust, Javascript, HTML/CSS, Docker, Bash/Zsh, WSL2, Spreadsheet software (Excel/Sheets)