Christo Quentin Stephenson

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EXPERIENCE

Associate Software Engineer   Feb. 2021 – Present
Vix Technology   *Perth, Australia*
- Building software for automated fare collection systems
- Maintaining and extending large existing systems
  * Primarily working in C and C++
  * Working with Angular and Typescript
- Writing unit tests for own code
- Followed an agile project management approach
  * Utilising Scrum framework and Kanban boards
  * Three week company-wide sprints

Software Engineer   Dec. 2018 – Feb. 2021
BlueSky Digital Labs   *Perth,, Australia*
- Full-stack web development utilising React, TypeScript, Javascript, HTML, jQuery, SQL and PHP
- Maintaining and deploying Linux web servers
- Creating and maintaining C# scripts in Unity3D
- Creating and maintaining modern C++ applications
- Mentoring junior co-workers and interns
- Building and maintaining development workstations
- Engaging with clients for requirements, estimation and support

TECHNICAL SKILLS

Highly Proficient: C++, Rust, Git, Subversion, React, TypeScript, Javascript, SQL, Php
Proficient: C, C#, Java, Python, LaTeX, Unity, Angular

EDUCATION

Murdoch University   3.35/4.0 GPA
Bachelor of Science in Computer Science, Games Technology   *Feb. 2018 – Nov. 2020*

PROJECTS

AFK Game Engine | *C++20, OpenGL 4.1, CMake*   github.com/christocs/ICT398
- Game engine created using modern C++ and modern OpenGL as a university group project
- Integrated and abstracted ReactPhysics3D library for collision detection
- Physics collision resolution from scratch

Basketball Shots | *TypeScript, React*   github.com/christocs/basketball-shots
- Small web application built in React and Typescript
- Counts basketball shots and contests for 1-2 basketball teams

EXTRA CURRICULAR ACTIVITIES

Murdoch IT Society – Club Treasurer   Jan. 2020 – Dec. 2020
Volunteer to manage funds, apply for grants, run events, help students, etc.

REFERENCES

Available upon request