Steven Bock

steven@stevenbock.me	8807 S D St Tacoma, WA 98444	(253) 254 - 5374
Email	*Residence*	*Phone*
linkedin.com/in/bocksteven	stevenbock.me	github.com/dabocksteven
Linkedin Profile	*Personal Website*	*GitHub Page*

Overview

- Upcoming Computer Science graduate offering a strong foundation in developing software across multiple platforms
- Experienced in object-oriented software development, testing code functionality, and graphical interface design
- Able to quickly learn and master new technologies along with their applications, work in teams, and work in self-directed settings

Education

Pacific Lutheran University, Tacoma, WA — May 2016

- Majoring in Computer Science

Relevant Experience

Information Technology Repair Shop, PLU – Tacoma, WA — June 2012 – May 2015

- Repaired and deployed computers to the Pacific Lutheran University campus
- Developed extensive knowledge on how end user computers operate on a day to day basis
- Developed good working relationships between myself, IT, and most of the PLU faculty and staff

Computer Science Club Co-Founder/Officer – Tacoma, WA — January 2015 – present

- Started a school club for the Computer Science students at Pacific Lutheran University to make students aware about the many different applications of Computer Science
- Planned events for the club including talks, dinners, and breakout sessions
- Wanted to make Computer Science less intimidating and more accessible to PLU students

Senior Capstone Project – Tacoma, WA — September 2015 – present

- Currently developing an instant messaging app for iOS with GPS location features
- Front end will be developed in Swift, back end will be developed using Node.js with a to-be-determined database component
- Wanted to learn about both iOS and Node.js after hearing about the technologies online and in conversations with other students as well as with professional developers

Project Portfolio

Quiz Database Project – Tacoma, WA February 2014 – May 2014

- Developed a database and frontend for students to take web-based quizzes and instructors to view the quiz results
- Used MySQL and Java to interface with the database
- Leanred about relational databases and how Java can utilize them

Untitled Virtual Reality Project – Seattle, WA October 2014

- Developed a tech demo of a virtual/augmented reality interface
- Used an Xbox 360 Kinect sensor, Sony virtual reality goggles, and the Processing platform to generate a transparent image overlay upon a person's field of view
- Attempted to incorporate a Raspberry Pi microcomputer to make the device more portable but could not find a version of the Processing runtime that was compatible
- Experimented with virtual and augmented reality applications

Gomoku Game – Tacoma, WA February 2015 – May 2015

- Developed a five-in-a-row game in Java with LAN multiplayer capabilities
- Uses a 19x19 grid by default, users could specify other configurations
- Learned about numerous strengths and pitfalls regarding source control management involving multiple developers

PhoneyScape – Seattle, WA June 2015

- Developed an app for the Pebble smartwatch that allows the user to discretely trigger a fake phone to their paired cell phone
- The fake call would allow the user to politely excuse themselves from any undesirable conversation without causing the other party to feel disrespected or offended
- Learned about developing programs for wearable devices

Cognition – Seattle, WA October 2015

- Developed a website that allows students to anonymously submit photographed class notes
- The submitted photo would be processed through an OCR service to get the text contents for the given set of notes. All processed notes would be searchable by hashtag.
- Learned about developing web browser based programs

Skills

Platforms/Frameworks	*Languages*	*Misc.*
Linux	Java	UML Class Diagrams
OS X	JavaScript	UML Sequence Diagrams
Windows	C++	UML Use Case Diagrams
Qt4	Python	Eclipse
Node.js	SQL	IntelliJ IDEA
MySQL	HTML	Netbeans
Bootstrap	CSS	