

# Stephen Kobata

## Full-time Software Engineering Student

Downey, CA - Email me on Indeed: [indeed.com/r/Stephen-Kobata/1e743617e9058800](https://www.indeed.com/r/Stephen-Kobata/1e743617e9058800)

I am a third year Software Engineering student at Cal Poly San Luis Obispo. I am looking for a full-time 2016 Summer Internship in software development.

I first started programming in Junior High and wrote some iPhone Apps and published them to the Apple Store in High School. Now after three years of college I have a strong familiarity with programming and software engineering methodology, and I am comfortable learning new languages and techniques.

I would like to continue my learning and apply my skills to industry level projects.  
Authorized to work in the US for any employer

### WORK EXPERIENCE

#### Web Designer

Pearls by Emiko - Newport Beach, CA

- Website Designer
- [www.pearlsbyemiko.com](http://www.pearlsbyemiko.com)

### EDUCATION

#### Bachelor of Science in Software Engineering

California Polytechnic State University - San Luis Obispo, CA  
2013 to 2017

### SKILLS

Java, C, Swift - Apple xCode, Objective C, C++, Python, OpenGL, HTML/CSS

### ADDITIONAL INFORMATION

- Systematic problem solver who uses design patterns to actively create maintainable code and reduce technical debt.
- Team player with experience working in groups and using version control.
- Passion for computers and learning as shown through my eagerness to engage in outside projects.

Software Engineering Projects:

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Graphics Rendering Projects:

1. Created a 3D world using the Blinn-Phong lighting model and skinned mesh animations using C++ and OpenGL.
2. Created a ray trace renderer that uses the Blinn-Phong and Cook-Torrance lighting models and has support for shadows and reflections.

Grid Game Framework:

1. Designed an easy to use framework for Grid Games that used a Model/View/Controller architecture.
2. Created two plugins for Minesweeper and Collapse using my framework.

Online Clue Card Game:

1. Worked in a team of 6 to create and maintain an online version of "Clue the Card Game".
2. Used the Incremental Development Process and a Subversion repository.

Automated Code Tester:

1. Created an automated testing robot to test C code based off provided test suites.
2. Used my testing robot to test code in my Systems Programming class.

Software Engineering Classes Completed:

- Software Engineering I - II
- Design and Analysis of Algorithms
- Computer Architecture
- Advanced Rendering Techniques
- Intro to Data Science
- Fundamentals of Computer Science
- Systems Programming
- Individual Software Development
- Discrete Structures
- Introduction to Computer Graphics
- Intro to Computer Organization
- Intro to Computing - iOS apps