

Michael Stephanus

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<https://mstephanus97.github.io/personal%20site/>

EDUCATION:

Master of Science in Computer Science

University of Southern California, Los Angeles, CA

Graduated: May 2024

Bachelor of Science in Computer Science, Statistics Minor

University of Maryland, College Park, MD

Graduated: May 2021

Awarded University of Maryland's Dean's List Fall 2018 – Spring 2021

SKILLS:

Programming: Python, Java, C, C#, Ruby, GoLang, Javascript, Flutter, SQL, Selenium, Scikit Learn, Keras, Tensor Flow

Other Skills: SQL, Microsoft Office, GitHub, Linux, R, SAS, HTML, AWS, Docker, Networks

WORK AND VOLUNTEER EXPERIENCE:

Software Engineer Internship

Eazyway, Jakarta, Indonesia

September 2022–November 2022

- Designed and implemented an automation testing system for their ERP software using Selenium and Flutter's testing framework.
- Conducted training sessions for coworkers on system usage and development for ongoing and future projects.

Teaching Assistant

University of Maryland, Course Language: Ruby, OCaml, Rust

August 2019–May 2021

- Led a weekly discussion section containing 30 students and held weekly office hours.
- Collaborated with a team of 5 to design projects and assignments for students.

North Seattle College, Course Language: Python

Spring 2017

- Guided students through foundational concepts, including functions, loops, and data structures, via office hours and tutorials.

Volunteer at Terps for Change: ECO City

May 2019-May 2020

Bladensburg, Maryland

- Oversaw a local herb garden development and participated in weekly weeding, mulching, and planting.

PROJECTS:

Automated AWS CloudWatch Report System

Fall 2024

- Built a system to send reports of CloudWatch alarm activities and EC2 metrics collected by CloudWatch agent.
- Generated reports in a lambda function using python and stored the CSV in an S3 bucket.
- Scheduled EventBridge to send daily reports via email using SES.

Rogue Roulette (Video Game)

Spring 2024

<https://daksh-goyal.github.io/rogue-roulette/pgb/>

- Co-developed a 2D platformer survival video game in Unity.
- Collected data from play testers by implementing analytics using firebase database and utilized python to visualize data to make iterative improvements to the game.
- Logged game updates in a Game Development Document and ran weekly team meetings to delegate responsibilities.

BitTorrent Client

Fall 2020

- Developed a BitTorrent client in Go-Lang adhering to the BitTorrent protocol.
- Implemented features including .torrent metainfo file parsing, communicating with the tracker, optimistic unchoking, file seeding and downloading, and interacting with existing BitTorrent clients.

NCAA Basketball Predictive Model

Fall 2019

<https://cnalty.github.io/final320project/>

- Wrote a standard operating protocol that walks users through the entire data science pipeline: data curation, exploratory data analysis, machine learning within analysis, and drawing conclusions.
- Utilized python's ML libraries to predict NCAA basketball outcomes based on league datasets.