Stanley Ari Cohen

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Objective

Seeking a full time Software Engineering position.

Education

University of California Riverside, Riverside, CA **September 2013 – June 2017**
Major: Computer Science
Relevant Courses: Physics, Advanced Embedded Systems, Data Structures and Algorithms, Calculus of Several Variables

Software Experience

Software Consultant **June 2011 - Current**
Software Designer and Programmer

- Actively recruit and work with customers to define software requirements. Deliver software that exceeds expectations in a timely manner.
- Design and program an Objective-C application to manage accounts for both locations of La Costa Kids stores
- Design and program a Python and then Objective-C application to manage the FPAP football pool: catalogue players choices into an excel sheet and later check them against the winning teams pulled from NFL.com

Northrop Grumman **June – September 2015**
Software Design and Programming Intern

- Used Blender to model and render pieces of the scene for use in a simulations
- Worked in C++ and Visual Studio to develop a simulation plugin that utilized IEEE DIS
- Performed software regression testing to ensure requirements were met

Northrop Grumman **June – September 2014**
Software Design and Programming Intern

- Developed software requirements to meet customer needs
- Created interactive JavaFX GUI that interfaces with a SQL database to support air vehicle management
- Worked within a team of systems engineers to meet customer requirements on the project

Scripps Research Institute **May – August 2013**
Software Design and Programming Intern

- Wrote GUI code in Unity to support medical research applications; assembled work stations to support lab growth
- Designed molecular structures for use in 3D Printing to be utilized for educational outreach

Class Projects

Rubik's Cube Solver (https://goo.gl/QdeC6M) **September - December 2016**
CS122a Advanced Embedded Systems

- Created an intricate integrated system using a Raspberry Pi, USART Camera, Atmega1284, Solenoids and more
- Used OpenCV via Python on the RPi to read in the cube and send the solution moves over SPI to the Atmega

"Space Maze" Game (https://goo.gl/flo7RL) **January – March 2016**
EE/CS120B Embedded Systems

- Constructed a complex system an Arduino, Atmega1284, joystick, 16x32 LED Matrix and dual speaker system
- Designed and implemented several Concurrent State Machines in C to perform the logic of the game

"Melody Matcher" Game **January – March 2015**
CS100 Software Construction

- Worked in html, JavaScript and CSS with another CS student to build a musical educational Web App
- The repository (with a link to the Web App) can be found at https://github.com/MiaoXiao/Melody-Matcher

Skills

- Software Language Skills: C/C++, Java, Objective-C and Python
- Rational approach to problems with the ability to break down complex procedures into multiple simple tasks
- Excellent communications skills both written and verbal