STEPHEN J. PACWA

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SKILLS

- Experience in several high-level programming languages including C, C++, and Java.
- Knowledge of proper documentation, including preconditions, postconditions, invariants, and value semantics
- Understanding of Object-Oriented Programming and Advanced Data Structures.
- Experience with arrays, linked lists, queues, stacks, deques, trees (AVL, binary, heap), and graphs

EXPERIENCE

Media Services Project Student, Santa Clara University Summer 2016 – Present

- Tasked with maintaining, repairing, and troubleshooting various media services systems across the university campus.
- Experience with projectors, computers, microphone systems and kits, control systems, and integrated room systems.
- Given autonomy over achieving long term goals, such as campus-wide upgrades and changes to room systems.
- Responsible for diagnosing issues with systems as well as solving a variety of video, audio, and technical problems that arise.

PROJECTS

Basic Java Game Engine, Personal Project Summer 2014-Summer 2015

- Part of small team that developed a top-down, 2-D, Java game engine.
- Developed random terrain algorithms as well as a variety of internal engine features.
    - External random terrain based on 2D noise generation, smoothing, and height mapping.
    - Internal random terrains and levels based on cellular automation.

TextMD, Santa Clara Bronco Hack April 2015

- Python software using a variety of APIs to diagnose a condition based on a texted list of symptoms.

PARTICIPATION AND AWARDS

Member, Association of Computer Machinery
Member, Santa Clara Innovation and Design
Member of Winning Team, School of Engineering Big Bash Maker Challenge

EDUCATION

Santa Clara University, Santa Clara, CA January 2015 – June 2019 (Expected)
Computer Science and Engineering, Bachelor of Science.
Relevant Coursework: Discrete Mathematics, Data Structures, Advanced Data Structures and Formal Specification