stephensullivan

creative developer

about

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USA

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steve-sullivan.tech

languages

fluent french/english
some german

programming

Experienced with Apple Platforms, Angular, Node.js, Python, Java, C Family
Familiar with Ocaml, R

interests

I am a passionate engineer; I cannot help but think of solutions and optimizations. I also love design and music production. I wish to solve the toughest challenges, whether they be technical, aesthetic, or philosophical, by combining knowledge from many areas.

education

2013-2016 **B.S.** Science in Computer Science — University of Illinois at Urbana-Champaign
Graduating December 2016

employment

06-08 2016 **Jump Trading,** Chicago — Prospective Software Development Intern
Systems engineering for trading platforms.

01-04 2016 **National Center for Supercomputing Applications,** Champaign — Platform Developer
Containerized data analytics platform development.

06-08 2015 **Apple,** Cupertino — AppKit OS X Frameworks Intern
AppKit framework modification and extension.

2014-2015 **Independent Consulting,** Champaign — Technical Lead
iOS game development. Makaface.

06-08 2014 **Occasion,** Chicago — Mobile Engineering Intern
iOS application development.

projects

2016 **Neural Network Research** — Data Science and Machine Learning
Created music genre classification Convolutional Neural Net using similarity matrices as source images. Created novel time series predictor using Echo State Networks implemented in C++. Made use of C++ AMP library for GPU linear algebra performance speedups. Applied to forex rates with some success predicting minutes out. (C++, Python, TensorFlow)

2015-2016 **ACM SigSoft, UIUC Chapter** — Chair
Created a distributed calculator for high precision values of pi. (Java)
Currently rewriting the academic scheduling program Scheedule.com from scratch using modern web frameworks. (Docker, Go)

2015 **Impossible Worlds** — Oculus Rift Demo
CS498SL (Virtual Reality) final project, a virtual museum for the Oculus Rift created in Blender and Unity demonstrating conventional optical illusions depicted in a 3D virtual world, such as the Penrose steps and retrospective illusions. (Blender, Unity)

2014 **2D Game Engine** — External Framework
Platform for creating 2D games in Java. Features quadtree collision detection, game object rendering and input handling. (Java)