

# stephensullivan

creative developer

## about

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USA

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## 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)