Education

Steve Zelek

Millersville University, August 2014 – May 2017 (expected graduation) Computer Science Major, Mathematics Minor (3.95 GPA)

- Conducted research on procedural generation
- Course Honors in Calculus II and Mathematical Proofs
- Dean's List consistent recipient

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Recent Work Experience

Contract Work

Arduino Development, February 2017

- Programmed an Arduino UNO to generate fire animations on an LED grid for a Philadelphia escape room
 Java Development, July 2015
 - Created a Java Swing app providing an overlay tool for drawing geometry on any computer screen

Greenfish Labs, Inc.

App Developer, April 2016 – August 2016

- Designed a mobile application, which uses the Google VR SDK, as a distribution platform for 360° videos
- Led the development team for the application and took on project management responsibilities
- Utilized Swift and XCode to personally implement the iPhone version of the application

Cargas Systems, Inc.

Software Engineering Intern, May 2016 – August 2016

- Employed Windows command line scripts to migrate thousands of customer files onto new servers
- Created technical documents for various enterprise application workflows
- Applied SQL statements to generate customized reports and visualizations out of customer support data

Key Skills

Languages:			Specialties:	
Java	Python	Processing	AR/VR	Parallel processing
Swift	OpenGL	HTML	Computer Vision	AI
C/C++	Lisp	CSS	Graphics	Algorithm design
C#	Haskell	SQL	Multi-threading	Unity3D

Conferences Attended

San Francisco, CA Game Developers Conference, 2016	New York City, NY Hackers on Planet Earth, 2016
Nokia Developer Training, 2016	Disrupt NY, 2016

Competitions

Shippensburg University, PA	Kutztown University, PA
I st place at local ACM Site, 2016	I st place at PACISE, 2016

Organizations

Computer Science Club	Programming Team	Student Senate
Treasurer, 2016-17	Team Leader , 2016-17	Director of Membership, 2015
President, 2015	Member, 2015	Chief Justice, 2014