Steele Shreve

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EDUCATION

University of Cincinnati, Cincinnati, Ohio   Anticipated Graduation: May 2025
Bachelor of Science: Information Technology (IT)
Concentration: Software Application Development

SKILLS

Languages: C#, Java, JavaScript, Go
Frameworks/Libraries: NET Core, React, Spring Boot, HTMX
Database: SQL, MongoDB
DevOps: Git, Azure, Docker

WORK EXPERIENCE

Milwaukee Electric Tool, Milwaukee, Wisconsin   June 2024 – August 2024
Software Engineering Intern
- Contributed to a software team by delivering new features, fixing bugs, and improving functionality to key projects.
- Ensured high-quality software through comprehensive testing and code reviews within a dynamic team environment.
- Utilized SCRUM and Agile methodologies: actively participating in daily stand-ups, sprint planning, retrospectives, refinements, etc.

183 Degrees Strategic Solutions, San Ramon, California   May 2023 – August 2023
Intern
- Collaborated with ad agency's strategist, web developer, and graphic designer to deliver digital assets at a premier advertising agency.
- Developed web pages for major clients using WordPress, Elementor, Divi, and ACF; crafted emails and banner advertisements with HTML and CSS.
- Gained proficiency in AI tools, such as OpenAI ChatGPT, and AI-driven web design tools, including GitHub Copilot and Midjourney, and managed projects using the Asana app.
- Deepened proficiency in visual design with Adobe CC tools, such as Photoshop, XD, Dreamweaver, and Premiere Pro.

PROJECTS

Microsoft TwoHat Website | *WordPress, Elementor*

- Crafted a dynamic landing page that utilized the Elementor builder within WordPress.
- Prioritized responsive design, ensuring the website functions seamlessly across a variety of devices and screen sizes.
- Focused on optimal loading speeds and interactive elements to enhance user engagement.

Workout Logger | *Spring Boot, JPA, Thymeleaf*

- Employed SCRUM methodology with regular standups and utilized Git for version control, fostering agile development, effective collaboration, and code reviews for maintaining code quality throughout the Software Development Life Cycle.
- Demonstrated unit testing with continuous integration and deployment CI/CD pipelines on Azure, ensuring code stability and reliability in a cloud environment.
- Applied object-oriented programming best practices for scalable enterprise-level solutions, emphasizing modularity through interfaces and design patterns within a microservices architecture.

StarBound | *C#, Unity*

- Implemented 2D platform adventure using the Unity game engine and scripting with C#, leveraging Unity's physics engine for character movement and interaction.
- Integrated audio-visual elements into gameplay, refining UX and immersing players within the space adventure game.
- Managed version control via Git/GitHub, collaborating with a team member to continuously develop the game.

VOLUNTEERISM & EXTRACURRICULARS

- The Salvation Army, Zanesville, OH   2018 — 2020
- Investment Club Member, University of Cincinnati   2021 — Present
- Information Technology Student Association (ITSA), University of Cincinnati   2021 — Present