Stefan Tuczynski

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TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, HTML, CSS, JavaScript, React.js, React Native, Node.js, Next.js
Developer Tools: Git, Github, VS Code, PyCharm, IntelliJ, Eclipse, XCode, Unity
Technical: Arduino, Raspberry Pi, STM32, Tinkercad

EXPERIENCE

Website Manager — Sept 2021 – Aug 2023
Crafting for a Cure — *Thornhill, ON*
- Updated website using Webflow by implementing changes requested by the charity founder
- Worked with the CEO of Infinidiv to discuss and impliment changes made to the website
- Used Canva to update graphics with new information about the requested changes

Design Leader — June 2021 – June 2023
FTC Team 19946 - Team Titans Robotics — *Markham, ON*
- Developed 3D robotic components using OnShape to support mechanical subsystems for the team robot
- Worked in a mechanical subteam of **5+** people to coordinate the robot's design in under 2 months
- Planned and lead workshops that taught CAD and OnShape fundamentals to **100+** students

Computer Science Club President — Oct 2022 – June 2023
St. Augustine Catholic High School — *Markham, ON*
- Taught computer science principles to **70+** students to prepare them for the Canadian Computing Competition
- Coordinated a cross-school programming competition with **5+** schools in Toronto and York Region
- Worked in a team of 9 other executives to plan and teach beginner to advanced programming workshops

PROJECTS

Wave | *React Native, React.js, Typescript, Javascript, Google Cloud APIs, XCode* — Oct 2023 – Nov 2023
- Developed an iOS app helps seniors connect with each other in an interactive way
- Used Google Cloud Translation API to translate user input into several different languages
- Utilized React Native Voice to transform user voice into text displayed on screen

PourPal | *STM32, C++, Git* — Sept 2023 – Nov 2023
- Designed and built a working Medicine Dispenser that accurately dispenses medicine based on a user's prescription
- Used STM32 and C++ to program a 12V Pump, Ultrasonic Sensor, and Flow Sensor to accurately measure flow rate
- Managed version control with two other project members through Github

FinTopia | *Unity, C#* — Sept 2023 – Oct 2023
- Created a Virtual-Reality application that gamifies financial literacy training
- Built using the Unity game engine with C# and several Unity libraries for the Meta Quest 2
- Third place winner @ Velocity Innovation Challenge: Imagining the Future of Finance

AnimeList App | *Java, JavaFX* — June 2023 – Aug 2023
- Designed and developed a JavaFX application that processes Anime data from a CSV file to display to users
- Implemented sorting algorithms to change the view of the Anime data in a displayed list
- Designed a UI/UX application that considers user interaction and experience

Autonomous Car | *Python, Raspberry Pi, HTML* — Dec 2022 – Jan 2023
- Developed a controllable and autonomous car that reacted to its environment using Raspberry Pi and Python
- Designed a webpage using HTML that allowed for user-input to control the car
- Used photoresistors and ultrasonic sensors for odometry to calculate relative position

EDUCATION

University of Waterloo — Waterloo, ON
Bachelor of Applied Science in Computer Engineering — *Sept 2023 – Present*
- President's Scholarship