STEPHEN LANDAAS

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SUMMARY

Current Junior at California State University, Fullerton, pursuing a B.S. in Computer Science. Looking to acquire further knowledge and experience within the field and obtain an opportunity to apply my continuously growing skill set. Seeking internship opportunities for the Summer of 2022.

EDUCATION

California State University, Fullerton August 2020 – Present
Bachelor of Science, Computer Science
Current GPA of 4.0

Saddleback College August 2016 – May 2019
Completed Computer Science lower division requirements for transfer.
Graduated Summa Cum Laude (4.0 GPA)

TECHNICAL SKILLS

Languages: C++, C, JavaScript, HTML5, CSS3, SQL, PHP, Python
Operating Systems: Windows, Linux

WORK EXPERIENCE

Saddleback College Mission Viejo, CA
Mathematics Tutor January 2019 – January 2021

- Assisted students in a wide array of mathematics subjects, from Intermediate Algebra to Calculus II.
- Provided educational support as an SI Tutor for several Calculus I and Calculus II courses throughout the duration of 4 semesters, in addition to working as a general tutor at the college's tutoring center.
- Specialized in handling a breadth of questions from a multitude of math-related courses, and interacted with numerous students on a daily basis.

PROJECTS

Matrix Calculator (July – August 2021):

- A matrix calculator capable of performing a variety of matrix functions, including inversion, multiplication, determinant computation, as well as other elementary operations.
- Interface developed using HTML5 and CSS3, with JavaScript being used for the calculations and algorithm implementation.

University Database (March – May 2021):

- A small university database holding professor, student, and enrollment records with their respective attributes.
- Framework designed with an ER diagram and relational model, with MySQL used for late implementation.
- Front-end facets of the project completed with HTML5 and CSS3, with PHP being used to link user requests with the database and process SQL queries.

Graphical Hangman (May – June 2020):

- Hangman game developed in C++ that utilizes Windows API functions to create a simplistic graphical interface.
- Game features difficulty settings, a full menu interface, progress graphics, and a basic credits sequence.