

OBJECTIVE	First Computer Engineering/Science Co-op Position	January 2 – May 3, 2019
EDUCATION	Bachelor of Science in Computer Engineering/Computer Science Master of Engineering in Computer Engineering/Computer Science J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky	Expected May 2020 Expected May 2021 GPA 3.366/4.0 Hours Completed: 48
SKILLS/COURSEWORK	Technical Skills/Relevant Coursework <ul style="list-style-type: none">• HTML5, CSS• C, C++ Programming• Java programming*Fall 2018	<ul style="list-style-type: none">• Calculus I-III• Differential Equations*• Advanced Computer Hardware Maintenance• Information Structures*
APPLIED EXPERIENCE		
Course Projects:		
C/C++	Developed a 3D tic-tac-toe game with a classmate. The game included two simple AIs that would battle each other to win the game.	
JAVA:	Led the programming for a high school senior project to make a simple RPG game using the JFrame library.	
Python:	Created a program that calculated vectors for a surveying project where we surveyed paths around the UofL engineering buildings.	
Arduino:	Wrote a program for a group project involving the creation of a windmill. The Arduino was responsible for calculating the efficiency of the windmill, and displaying windmill information on an LCD screen. It also communicated with a PLC.	
PLC:	Utilized ladder logic with a PLC to track and log the rpms of the windmill. The rpms were then sent to the Arduino via Serial output.	
Extra-Curricular:		
FSAE:	Lead programmer and co-captain of the UofL formula one racing team's electronics sub team. We designed and built a functioning race car from parts made in house. The team was a great place to improve upon teamwork, leadership, and communication skills.	
Entrepreneurship Competition:	received 2 nd place award for presenting a business idea to a board of CEOs in a board room in a Entrepreneurship program hosted by Covington Catholic Highschool. There was a cash prize of \$200.	
Independent Project:		
Website Design:	Used HTML5, javascript, and CSS. Features personal information, social media, etc (please see www.stevemetzger.me).	
Arduino:	Designed a steering wheel for a formula one racing car. Took the wheel from concept to design and programmed it using Arduino to interface with the Engine Control Unit and Clutch Actuator. The wheel includes a touch screen and functioning paddle shifters as well as an LED strip to show the RPMs and when to shift.	
Video Game:	Designed a simple JAVA space dogfighting game that features enemy AI and a boss battle. It is a swarm style game with increasing difficulty with each wave of enemies that the player survives. It is a 2D game that uses my self-created art assets (please see my github: https://github.com/stephenmetzger99)	

UofL DerbyHacks 2018: Competed in a hackathon team with two friends, assisted creating an application that uses a neural network to identify empty parking spaces in a parking lot using a camera feed. Still pictures were captured from the camera feed every 15 seconds or so and posted the results to a website the team created.

WORK EXPERIENCE

Ace Hardware

April 2016 - May 2017

Sales Associate and Cashier

Independence, KY

- Utilized communication skills to assist customers with hardware decisions, handled cash and maintained accuracy
- Worked with the sales team to maintain the store and to stay on top of c Worked with the sales team to maintain the store and to stay on top of changing sales and inventory

Self-Employed

June 2017 - August 2017

Lawn Care, Landscaping, & Construction

Delhi, Ohio

- Trusted to work on two homes while the homeowner was away
- Built a driveway, laid cinderblock retaining wall, lawncare, and did workshop and garage maintenance

ACTIVITIES/HONORS

Member of UofL FSAE January 2018 – present

Lead Programmer and Co-Captain of the FSAE electronics sub team

Hobbies include programming, building computers, small electronics (wiring, soldering)

Housing Manager, Sigma Phi Epsilon fraternity May 2017- present

RaiseRed Ambassador - October 2017 - February 2018