Stephen Metzger
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OBJECTIVE Computer Engineering/Science co-op position — Aug. 15 - Dec. 31, 2019

EDUCATION

Bachelor of Science in Computer Engineering/Computer Science — Expected May 2021
Master of Engineering in Computer Engineering/Computer Science — Expected May 2022
J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky — **GPA 3.073/4.0**
Trustees Scholarship Recipient — Hours Completed: 61

SKILLS **Technical Skills/Relevant Coursework**

- **C, C++** Programming
- **Java** Programming
- **Python** Programming
- **HTML/CSS**
- **VBA**
- **Computer Hardware & Maintenance**
- **Arduino & Raspberry Pi**
- **Machine Learning**
- **Math Modeling** (AIMMS)

APPLIED EXPERIENCE

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: Designed a simple JAVA space dogfighting game that features enemy AI and a boss battle. (github: https://github.com/stephenmetzger99/spacegame)

Python: Created a program that performed vector calculations for a surveying project for an intro to python course in an engineering fundamentals class. Implemented machine learning to flag anomalous sensor data of oil pumps using TensorFlow and Keras.

Formula SAE (UofL motorsports): Manufacturing a formula style race car to compete against other universities. Experienced in working in small engineering teams and delegating tasks to subordinate members. **Arduino** was utilized to program a steering wheel's controls. The wheel includes a touch screen and functioning paddle shifters as well as an LED strip to show the RPMs and when to shift gears (https://github.com/stephenmetzger99/FSAE-Programming).

Entrepreneurship Competition: received 2nd place award for an app presented to a board of CEOs at an entrepreneurship competition held by Covington Catholic High School.

Website Design: Created a personal website in order to learn HTML and CSS (www.stevemetzger.me).

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.

WORK EXPERIENCE

ORTEC CONSULTING — Jan 2019- April 2019
Operations Research & Software Development — Houston, Texas

- Employed python machine learning in a predictive maintenance project to flag anomalous sensor data of machinery
- Created an android app that allowed for the booking of meeting rooms on the fly from a wall mounted tablet. Utilized Java, Google's Calendar API, and Android Studio.
- Used VBA to make excel programs and macros

ACE HARDWARE — April 2016 - May 2017
Sales Associate & Cashier — Independence, Kentucky

- 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 changing sales and inventory

ACTIVITIES/HONORS

Member, **UofL FSAE** — January 2018 - Present
Lead Programmer & Co-Captain of UofL FSAE Electronics sub-team — June 2018 - Present
Housing Manager, Sigma Phi Epsilon fraternity (SigEp) — May 2018 -Present
SigEp **Phi Coordinator** (leadership and personal development course) — July 2018 - Present
RaiseRED Ambassador — Oct 2017 - February 2018
SigEp Residential Learning Community, Engineering chair — January 2019 - Present