

Oskar Stephens

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OBJECTIVE A fulfilling and creative position within a development team, with particular emphasis on open frameworks and collaborative development

EDUCATION *Bachelor of Science, Computer Science*
Oregon State University, Corvallis, OR, December 2009
Concentration: Computer Systems

SKILLS *Languages & Software:*

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|----------|-------------------|-------------|
| • Java | • Bash | • VIM |
| • Python | • Git | • MySQL |
| • C | • Subversion | |
| • PHP | • Django(limited) | • JProfiler |

Operating Systems: Linux(Ubuntu/Gentoo), Mac OS X, Windows

EXPERIENCE *Software Engineer II* June 2009 -
Novellus Systems, Tualatin, OR

- Developed realtime control software for plasma deposition semiconductor equipment using Java and Linux/QNX
- Transitioned development team to Git/Gitlab and JUnit
- Lead developer of UI and support software for Vertical NAND memory creation
- Led project to improve usability and responsiveness of user interfaces
- On-site SW support/development for customers

Student Developer January 2007 - March 2008, September 2008 - June 2009
Oregon State University Open Source Lab (www.osuosl.org)

- Developed printing system on the OLPC project
- Developed internal web based server room management platform

Software Developer Intern March 2008 - September 2008
Boeing Corporation, Gresham, OR

- Developed and maintained intranet websites (.NET)
- Developed .NET application for managing part measurement files
- Redesigned look and feel of website templates

Computer Lab Assistant September 2006 - January 2007
Oregon State University, Corvallis, OR

- Assisted students with general computing questions
- Supported Windows, Mac, Microsoft Office, Internet Explorer, and a variety of miscellaneous programs and tools.