

# Stephen Robicheaux

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## EDUCATION

### SAM HOUSTON STATE UNIVERSITY

B.S. MATHEMATICS

MINOR IN COMPUTER SCIENCE

College of Science and Engineering Tech

Grad: May 2018 | Huntsville, TX

Major GPA: 3.39 / 4.0

Minor GPA: 3.25 / 4.0

## LINKS

Github: [github.com/stephenrobic](https://github.com/stephenrobic)

LinkedIn: [linkedin.com/in/stephenrobicheaux](https://www.linkedin.com/in/stephenrobicheaux)

## COURSEWORK

### UNDERGRADUATE

- Prog Fundamentals I & II (in Java)
- Computer Org. & Machine Language
- Introduction to Python
- Computer Architecture
- Database Management Systems
- Data Structures and Algorithms
- Linear Algebra and Matrices
- Algebraic Structures
- Theory/App of Prob. & Statistics I & II
- Introduction to Physics I & II
- Calculus I, II, & III

## SKILLS

### PROGRAMMING

Over 3000 lines:

Python • Java • Ada • Erlang • LaTeX

Over 1000 lines:

Assembly

Familiar:

CSS • HTML • Javascript

Other:

Git • Windows • MySQL  
Visual Studio • Visual Studio Code  
Unity • Sage Math • NetBeans  
GNAT Programming Studio  
nasm • DosBox • AWS  
Jenkins • DynamoDB

## WORK

### ASSOCIATE SOFTWARE ENGINEER

Alert Logic | November 2018- October 2019

- Develop highly available, fault tolerant and cloud based (AWS) micro-services using OTP Erlang.
- Full service ownership consisting of development, monitoring, testing and production/integration releases with Jenkins, following the Agile development process.
- Extensive use of Amazon Web Services including DynamoDB, S3, CloudFormation, ASG, and EC2 and ECS instances.

## PROJECTS

### SIMPLE COMPUTER EMULATOR | PYTHON

<https://github.com/stephenrobic/SimpleCompEmulator>

- Reads 16-bit words sequentially from a binary file, converting certain bits of each word, respectively, into assembly language instruction opcodes, memory addresses, and flag register bits.
- This was tested by creating a binary file consisting of instructions for a division calculator.

### TARGET PRACTICE GAME | PYTHON

<https://github.com/stephenrobic/PythonTargetPractice>

- Created a 2-dimensional game in Python utilizing Turtle Graphics, Tkinter for menu GUI, and the Random module.
- The game is set in the Cartesian plane, as the user aims for randomly appearing targets by inputting an estimated distance and angle.

### CAR SALES SYSTEM | JAVA & MYSQL

Fall 2018 | Database Management Systems

- This is a group project, for which we designed a car database application.
- The application stores information about cars sold at dealerships, so that there is a collection of data that consumers and researches can use to see prices, buyer demographics, etc. of recently sold cars.

## RESEARCH

### GRAPH THEORY | UNDERGRADUATE RESEARCH

Fall 2017 | Sam Houston State University

Worked towards finding a disproof of the Graph Reconstruction Conjecture, to further test its validity. The Conjecture states that a given original graph can be reconstructed from its list of single-vertex deleted sub-graphs.

## HONORS & DISTINCTIONS

2013	Lifetime	National Society of Collegiate Scholars
2017	Spring	President's Honor Roll (4.0 GPA)
2017	Fall	President's Honor Roll (4.0 GPA)
2018	Spring	Dean's List (3.5+ GPA)

## REFERENCES AVAILABLE UPON REQUEST