

Stephen Rubio

Software Developer

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sowebecameartists.wordpress.com

EDUCATION

BA Computer Science & Education - Fordham University, New York, NY
2012 - 2016

St. Louis University High School, St. Louis, MO
2008 - 2012

EXPERIENCE

FormFast, St. Louis, MO — *Software Engineer*
September 2016-Present
Supported, maintained and developed C# and .NET code.

Elemodo, St. Louis, MO — *Contract Web Developer*
Summer 2016
Helped build modules of brainwellnessalliance.com.

iD Tech, St. Louis, MO — *Instructor*
Summer 2015
Designed and taught courses on Unreal and Source Engines.

Answers.com, St. Louis, MO — *Software Developer Intern*
Summer 2014
Wrote back and front-end website code using PHP, JavaScript and HTML.

Sony DADC, Marina Del Rey, CA — *Java Development Intern*
Summer 2012
Wrote website for interacting with database using Java and SQL.

Fordham University IT, New York, NY — *Multiple Positions*
August 2012 - May 2016
Assisted faculty and students with technology problems, presented to students on emerging technologies, trained and managed other students.

St. Louis University High School, St. Louis, MO — *Teaching Assistant*
Summer '11, '12, '13
Designed and taught lessons for an Intro CS class, tutored students.

LANGUAGES/TECHNOLOGIES

Java, C#, C++, PHP,
JavaScript/JQuery, HTML,
Python, SQL, Git/Bash, desktop
computer construction

HACKATHONS

Attended HackRPI, HackNY and
Local Hack Day. Developed
mobile applications and websites
in collaboration with other
students.

SO WE BECAME ARTISTS

A wordpress site where I post
regular pieces about game design
and analysis.

REFERENCES

Available upon request