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**Stephen Tambussi**  
[stephentambussi.github.io](https://stephentambussi.github.io)

[Github](#)  
[LinkedIn](#)

## EDUCATION

<b>Santa Clara, California</b>	<b>Santa Clara University</b>	<b>Sep 2018 - June 2023</b>
<ul style="list-style-type: none"><li>• <i>Bachelor of Science in Computer Science and Engineering</i></li><li>• <i>Master of Science in Computer Science and Engineering</i></li></ul>		Graduated June 2022 Expected Graduation June 2023

## SKILLS

Languages: C/C++, Python, Java, Bash  
Frameworks and Libraries: Tensorflow, PyTorch, ROS, Keras  
Tools: Git, Linux, Jira, Confluence, Windows, Google ecosystem

## EXPERIENCE

<b>Systems Design Engineering Intern</b>	<b>Western Digital</b>	<b>June 2021 &amp; June 2022</b>
<ul style="list-style-type: none"><li>• As a member of the FWQA Test Development team, I contributed to the development of the testing software used to validate WDC's consumer and enterprise SSD products.</li><li>• Implemented new tests, features, and improved adherence to the NVMe specification for testing software.</li><li>• Resolved multiple bugs/regressions in the testing software that enhanced performance and reliability.</li><li>• Updated test documentation and plans in accordance with any software changes.</li></ul>		
<b>Undergraduate Research Assistant</b>	<b>SCU BioInnovation &amp; Design Lab</b>	<b>Sep 2020 - Dec 2021</b>
<ul style="list-style-type: none"><li>• In collaboration with Varian Medical Systems, assisted in the development of a machine learning image classifier that detects and labels CT image artifacts resulting from medical implants.</li><li>• Improved classification accuracy of previous machine learning research project that identifies contrast agents in brain MRI scans.</li><li>• Implemented new methods of evaluation for machine learning models constrained by limited input data.</li></ul>		
<b>Firmware Intern</b>	<b>Marvell Technology</b>	<b>June 2020 - Sep 2020</b>
<ul style="list-style-type: none"><li>• Developed and validated a new method of program testing for the LiquidSecurity Hardware Security Module (HSM) Adapters to reduce product development time.</li><li>• Automated the secure transfer of customer specific files during testing of the HSM Adapters to enable immediate deployment in their data centers.</li><li>• Collaborated with senior engineers to debug programs and implement new features of the project for the LiquidSecurity HSM Adapters.</li></ul>		

## PROJECTS

### Autonomous and Interactive Control of a Mobile Robot

[https://github.com/stephentambussi/RSL\\_SeniorDesign](https://github.com/stephentambussi/RSL_SeniorDesign)

- Worked with the Robotics Systems Lab (RSL) to develop an autonomously navigating mobile robot for collaboration in industrial kitchen environments.
- Won the award for "Best in Session" at Santa Clara University's 2022 Senior Design Conference.

### CharGen

<https://github.com/stephentambussi/char-gen>

- Developed an application with React to leverage OpenAI's GPT-3 for video game character and dialogue generation.

### Raycasting Graphical Engine

<https://github.com/stephentambussi/Pseudo3D-Java-Game-Engine>

- Created a graphical game engine in **Java** utilizing the raycasting rendering technique to produce 3D visuals similar to popular 90s PC games like DOOM for the PennApps XVI hackathon.