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Stephen Tambussi
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[Github](#)
[LinkedIn](#)

EDUCATION

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

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

PROJECTS

Autonomous and Interactive Control of a Mobile Robot

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.