Steph Oro

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416 Walnut Street Roselle Park, NJ 07204 (908) 590-4452

Education

Stevens Institute of Technology, Hoboken, New Jersey *Bachelor of Science in Computer Science*, Graduating May 2018

GPA: 3.94

Major Subjects:

Enterprise Software Architecture and Design, Data Structures, Algorithms, Project Management, Creative Problem Solving and Team Programming, Web Programming and Web Development, Discrete Structures, Introduction to IT Security, Automata and Computation, Computer Organization and Programming, Software Development Process, Systems Programming, Operating Systems, Programming Languages, Probability and Statistics

Skills Languages:

C++, Javascript, Python, Java, Objective-C, AVR Assembly, Scheme (LISP Dialect), HTML5, CSS

Software:

Git, Eclipse, Brackets, Emacs, g++, gcc, gdb, jsdoc, Gimp

Operating Systems:

Linux Ubuntu (precise, xenial), Mac OS, Windows, Chrome OS

Experience:

Cross-Platform via SDL2, Flowchart Creation, Web Development, iOS Development, Software Development, UX Design/Implementation, Contributing to Open Source Projects (like LiquiZ)

Work Experience

Stevens Institute of Technology, Hoboken, NJ - Classroom Assistant

SEPTEMBER 2016 - PRESENT

- Wrote grading automation Python scripts to ease and speed the grading process.
- Led two labs per week.
- Led homework review sections for difficult assignments.

Stevens Institute of Technology, Hoboken, NJ - Team Lead, Project LiquiZ

SEPTEMBER 2015 - AUGUST 2016

- Led a team of graduate students to accomplish project goals.
- Developed a front-end client in JavaScript and HTML5.

Freelancer, Hoboken, NJ - Patent Architect

MARCH 2016 - MAY 2016

- Utilized communication skills to help client flesh out an idea into a patentable app.
- Developed flow charts detailing product idea.

Hobbies

10+ Github Projects - Github

- DuckHacks 2017 Category Winning Project Thrive
- Four io pages, with seven webapps available from my main io page.
- Mix of languages, from JavaScript to C++ like in <u>Project Cupcake</u>, a cross-platform SDL2 app engine in progress featuring many common design patterns.

Two Published Apps - iOS AppStore

• Over 2,500 downloads [example].

General:

I play the piano, enjoy solving puzzles, hanging out with friends, and am a part of clubs like the Stevens Game Development Club and the Torch Alliance.