

Stephanie Oro

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Education

Stevens Institute of Technology, Hoboken, NJ
Bachelor of Science in Computer Science, Graduating May 2018 **GPA: 3.959**
Honors: Dean's List, Presidential Scholarship, Pinnacle Scholarship
Coursework:
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

Leadership: Team Captain, Google Games; DuckHacks Agile Coach; Team Lead, Project LiquiZ
Languages: C/C++, Javascript, Python, Java, Objective-C, Swift, 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: Agile Development, Software Development on Multithreaded Enterprise iOS App, Cross-Platform / Mobile Development via SDL2, Web Development, iOS Development, Software Development, UX Implementation, Contributing to Open Source Projects, Flowcharts

Work Experience

Nokia Bell Labs, Murray Hill, NJ
Software Engineering Intern *JUNE 2017 - AUGUST 2017*

- Built features, developed testing utility, fixed bugs for an iOS app. Helped team meet deadline for a technical demo and enterprise release. Followed agile development strategies with this team.
- Built a companion web application allowing manual control of a semi-autonomous robot.
- Worked independently within team setting; selected what tickets I worked on and implemented solutions for. Set own deadlines and deliverables.

Stevens Institute of Technology, Hoboken, NJ
Classroom Assistant *SEPTEMBER 2016 - MAY 2017, PRESENT*

- Wrote grading automation Python scripts which eased and sped up the grading process.

Stevens Institute of Technology, Hoboken, NJ
Team Lead, Project LiquiZ *SEPTEMBER 2015 - AUGUST 2016*

- Led a team of graduate students by providing programming guidance and setting project goals to develop components for a quiz engine.

Recent Hackathons

1st Place - Google Games 2017

- Worked with team members to solve a variety of challenges in Python and Java.
- Team Captain.

DuckHacks 2017 Category Winning Project - Thrive

- Worked as agile coach, teaching team members JavaScript and Python.
- Developed Chrome Extension that helps users keep track of and understand whether the sites they visit are productive.

Relevant Projects

10+ Github Projects - Github

- Four io pages, with seven webapps available from my main io page.
- Mix of languages, from JavaScript to C++ like in [perspective game mango](#), an iOS project written in Swift, C++, and an interpreted LISP-like language I built, Sniffle.

Two Published Apps - iOS AppStore (Over 2,500 downloads)

- [Lizard Up](#) - A platform based jumping game running on my own engine.
- [iPeters](#) - A school resource management platform for students and teachers.

Activities & Assoc.

Society of Professional Hispanic Engineers, UPE (International Honor Society for Computing and Information Disciplines), Stevens Game Development Club, Torch Alliance, Piano

U.S. Citizen