Steph Oro

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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 *Project Cupcake*, a cross-platform SDL2 app engine in progress featuring many common design patterns.

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.

General:

I play the piano, and am a part of the Stevens Game Development Club and the Torch Alliance.

U.S. Citizen