

Steph Oro

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Education	<p>Stevens Institute of Technology, Hoboken, NJ</p> <p>Bachelor of Science in Computer Science, Expected May 2018</p> <p>Honors: Dean's List, Presidential Scholarship, Pinnacle Scholarship</p> <p>Coursework:</p> <p>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</p>	GPA: 3.94
Skills	<p>Leadership: Team Captain, Google Games; DuckHacks Agile Coach; Team Lead, Project LiquiZ</p> <p>Languages: C/C++, Javascript, Python, Java, Objective-C, AVR Assembly, Scheme (LISP Dialect), HTML5, CSS</p> <p>Software: Git, Eclipse, Brackets, Emacs, g++, gcc, gdb, jsdoc, Gimp</p> <p>Operating Systems: Linux Ubuntu (precise, xenial), Mac OS, Windows, Chrome OS</p> <p>Experience: Cross-Platform via SDL2, Flowchart Creation, Web Development, iOS Development, Software Development, UX Design/Implementation, Contributing to Open Source Projects (like LiquiZ)</p>	
Work Experience	<p>Stevens Institute of Technology, Hoboken, NJ</p> <p>Classroom Assistant</p> <p>SEPTEMBER 2016 - PRESENT</p> <ul style="list-style-type: none"> • Wrote grading automation Python scripts to ease and speed the grading process. • Conducted review sessions for difficult assignments to increase student performance. <p>Stevens Institute of Technology, Hoboken, NJ</p> <p>Team Lead, Project LiquiZ</p> <p>SEPTEMBER 2015 - AUGUST 2016</p> <ul style="list-style-type: none"> • Led a team of graduate students by providing programming guidance and setting project goals to develop components for a quiz engine. • Developed a front-end component in JavaScript and HTML5 which enabled clients to create questions with random variables. <p>Freelancer, Hoboken, NJ</p> <p>Patent Architect</p> <p>MARCH 2016 - MAY 2016</p> <ul style="list-style-type: none"> • Utilized communication skills to help client flesh out an idea into a patentable app. • Developed flow charts detailing product idea. 	
Recent Hackatons	<p>1st Place - Google Games 2017</p> <ul style="list-style-type: none"> • Worked with team members to solve a variety of challenges in Python and Java. • Team Captain. <p>DuckHacks 2017 Category Winning Project - Thrive</p> <ul style="list-style-type: none"> • 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	<p>10+ Github Projects - Github</p> <ul style="list-style-type: none"> • 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. <p>Two Published Apps - iOS AppStore</p> <ul style="list-style-type: none"> • 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	

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