

Steven Tan

(929) 272-7390 | Email: tanst@umich.edu | LinkedIn: [stevenTan01](#) | [steventan01.github.io](#) | New York City, NY

EDUCATION

University of Michigan

Ann Arbor, MI

B.S.E. in Computer Science - GPA: 3.74

EXPECTED 12/2022

Relevant Coursework: Data Structures and Algorithms, Advanced Operating Systems, Web Development, User

Interface Development, Computer Game Design and Development, Software Engineering, Computer Vision

LEADERSHIP EXPERIENCE

NoShotStudios

Ann Arbor, MI

Team Leader

March 2022 – April 2022

- Led team of 4 students to develop a game over a 6-week period using agile development with **Unity**
- Organized and directed team meetings by tracking issues and delegating responsibilities to specific members
- Facilitated communication with 2 freelancers to integrate custom music and voice acting into project
- Won 5th place at the Winter 2022 UM + EMU Game Development Showcase with 104/1933 votes

Image Colorization Final Project

Ann Arbor, MI

Team Leader

March 2022 – April 2022

- Optimized duration and efficiency of team meetings and task delegation to complete final project in 4 days
- Prompted work updates from 2 teammates and tracked task progress throughout asynchronous workflow
- Identified tradeoffs between timeline and scope of project to ensure functionality could be achieved in time

STEMnARTS

Chino, CA (Remote)

Teaching Assistant and Tutor

February 2021 – Present

- Taught coding concepts and CS-related math to classes of 20 students in preparation for the ACSL competition
- Designed curriculum and led summer camps for beginner programmers in a variety of languages and environments including Scratch, **Java**, **C++**, and game development using **Lua** in **Roblox Studio**
- Fostered students' problem-solving skills, creativity, and programming confidence within Computer Science
- Achieved 40% of student full scores on both the mathematics and/or coding portions of the ACSL competition

PROFESSIONAL EXPERIENCE

Department of Health and Mental Hygiene

New York, NY

Bureau of Network Technology Services Intern

June 2021 – August 2021

- Conducted day to day activities associated with DOHMH IT Help Desk support tickets including ticket creation, issue triage, escalation, and resolution
- Managed Help Desk mailbox to deliver IT support for the Accela government system of licensing renewals and dealt with issues such as login errors, account management, and department referrals
- Communicated with public users of DOHMH applications by requesting additional information related to reported issues and providing updates, tutorials, and confirmation of resolutions
- Advised businesses and entrepreneurs with technical issues regarding usage of Accela and made sure necessary information and resources for license renewals was given

PROJECTS

Thread Library

- Developed library that supports Mesa-style monitors, timer/inter-processor interrupts, and thread scheduling
- Allows for multi-cpu threading and thread queue management via guards and cpu interrupt disable/enable
- Enables users to write concurrent **C++** programs on both uniprocessor and multiprocessor systems

Insta485gram

- Built an Instagram clone with server-side and client-side dynamic pages integrated into AWS
- Created using a variety of tools and languages such as **Python**, **Flask**, **React**, **Javascript**, and **HTML/CSS**

Appsmith

- Delivered 5 lines of open-source code and performed QA via integration testing and community interaction
- Enhanced user experience by creating an interface metaphor for the delete button inside widget menus