

# Steven Albers

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<https://github.com/stevenalbers>

## Education:

University of Nevada, Reno

Bachelor of Science, Computer Science & Engineering, Minor: Statistics

May '14

## Relevant Work Experience:

Scientific Games - Reno, NV

May '15 – present

Firmware Engineer I

- *Headed 3 large-scale projects developing Virtual Lottery Terminal games to compete against the top products in an emerging lottery market*
- *Performed the conversion process of a game suite into 11 individual dynamic games, later to be picked up by a team of 5 developers*

Tropopause, LLC

Jan '15 – present

Co-founder & Swift Developer

- *Led a small team through the design and implementation process of the iOS memory matching game Honeychain, written in Swift and due for release to the App Store in 2017*
- *Created the proof-of-concept logic for Tom Teller, an educational interactive adventure demo on iPad, collaborating constantly with the client to meet dynamic criteria*

Bally Technologies - Reno, NV

Feb '13 – May '15

Software Engineer Intern

- *Learned and utilized 4+ new programming languages to complete project requirements while working in an Agile environment alongside a team of developers*
- *Contributed to the design & implementation of a web-based data aggregation platform, and used the information of 50+ million slot machine data entries to analyze the player experience*

## Design Projects:

Senior Project – Progressive Meter Reader

Oct '13 - May '14

Project Manager & Developer

- *Served as the liaison between Bally and the university, managing a team of 3 students*
- *Created a frontend interface in Visual Studio using C# for casino technicians to gather and monitor an exhaustive history of progressive meter values*

## Technical Skills:

### Languages

C++ ★★★★★  
Swift ★★★★★  
C# ★★★★★  
Bash ★★★  
SQL ★★★  
PHP ★★★

### OS/Software

Unix ★★★★★  
Xcode ★★★★★  
Git ★★★★★  
Unity ★★★  
Visual Studio ★★★

### Relevant Coursework

Data Science & Big Data  
Software Engineering  
Game Theory in Wireless Networks  
Human Computer Interaction  
Principles of Operating Systems  
Data Structures