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stevengt.github.io

Education

University of North Carolina at Chapel Hill	December 2016

B.S. Computer Science
3.49 GPA

Relevant Coursework: Operating Systems, Internet Networks and Protocols, Machine Learning, Android Development

Relevant Experience

Premier, Inc. - *Software Developer Intern*   Summer 2015

- Created a user lookup tool using Facebook's **React.js JavaScript** library.
- Used **Ruby on Rails** implemented with **JRuby** to process search requests and pass them to a **Java 8** library
- Used a **Java 8** library to asynchronously collect user data from various sources, including an IBM **LDAP** database.
- Used **Guava** features, including Optionals and Immutable Sets, to collect user data.
- Used a **distributed database, Riak**, to store and retrieve information.

Acme-McCrary Corporation - *Volunteer Sales Analyst*   Summer 2014

- Used third party modules in **Python** to automate the analysis of sales data in Excel to
determine appropriate shipping information, changing the process from taking one hour to one second.

Class Projects

Mobile Development : *Android Apps*   Spring 2016

- Developed several **Android** apps utilizing API features such as : UI, event handling, animation,
working with sensors, location services, multimedia, and asynchronous applications.

Internet Networks and Protocols : *FTP Client and Server*   Spring 2016

- Implemented a **FTP Client and Server** using **Java**.

Software Engineering Lab : *Caterpillars Count* - *Project Manager, Chief Architect*   Fall 2015

- Manage and document a team programming project: insectoid2.web.unc.edu
- Use **Cordova** to design a mobile application that allows users to submit data.
- Design a **REST** interface in **PHP** to store and retrieve data in a **MySQL** database.
- Implement **Quality Control** features to verify data in an admin page using **JavaScript** and **PHP**.

Advanced WWW Development : *Web Application*   Fall 2014

- Used **PHP** to implement a custom **ORM** and **REST**ful interface to a **MySQL** backend.
- Used **AJAX** to dynamically load and edit data using **REST**.
- Used text to speech to read the data in browser.

Personal Projects

Pokemon Battle Simulator   Summer - Fall 2015

- Used the **openFrameworks** library in **C++** to design an interactive game.
- Used **Command Objects** to pass commands between classes and execute them.
- Use a **Node.js WebSocket** library to allow users to play online by exchanging **JSON** objects.

Skills

- Languages: JavaScript, Ruby, JRuby, Java, Python, C, C++, HTML/CSS, SQL, PHP, Assembly
- Tools: git, Eclipse, IntelliJ, Maven, Lombok, Guava, XCode, React.js, Theano, Keras, Android Studio
- Object Oriented Programming
- Intermediate proficiency in Japanese