

Steven Jorgensen

<http://msu.edu/~jorgen72>
steven.p.jorgensen@gmail.com | 616.914.7481

EDUCATION

MICHIGAN STATE UNIVERSITY

MS IN COMPUTER SCIENCE

Expected May 2018 | East Lansing, MI
Cum. GPA: N/A

BS IN COMPUTER SCIENCE

Grad. May 2017 | East Lansing, MI
Minor in Mathematics
College of Engineering
Dean's List (Fall 2015 - Spring 2017)
Cum. GPA: 3.40 / 4.0
Major GPA: 3.87 / 4.0

LINKS

Github:// [stevenjson](#)

COURSEWORK

GRADUATE

Deep Learning
Adv. Data Structures and Algorithms
Adv. Artificial Intelligence
Upcoming Courses
Advanced Software Design
Functional Programming
Machine Learning

UNDERGRADUATE

Compilers
Biometrics
Operating Systems
Evolutionary Computation
Natural Language Processing
Data Structures and Algorithms
(Research Asst. & Teaching Asst)
Unix Tools and Scripting

SKILLS

PROGRAMMING

Proficient:

C++ • C • Python • Git •
Assembly • \LaTeX

Experienced:

HTML • CSS • Haskell •
Networking

Familiar:

Alexa Skills Kit • MatLab •
MySQL • Java

EXPERIENCE

MSU CS DEPARTMENT | TEACHING ASSISTANT

August 2017 – Present | East Lansing, MI

- Assisted Dr Charles Ofria in running a 400-level Algorithms and Data Structures course.
- Worked through homework assignments with students and answered questions about the topics discussed in lecture.

GOOGLE IGNITE CS | MENTOR

Jan 2016 – April 2016 | East Lansing, MI

- Taught local high schoolers programming and web development through a variety of fun activities and challenges.
- Encouraged students to pursue Computer Science and other STEM related majors.

MAGNA INTERNATIONAL | NETWORK ADMINISTRATION INTERN

May 2015 – Aug 2015 | Lansing, MI

- Worked on the plant networking infrastructure with Network Administration team, including fixing and updating network hardware.
- Contributed to the creation of a new manufacturing cell by setting up thin clients for engineers to monitor machines.
- Resolved network and computer related problems for end users.

RESEARCH

MSU DIGITAL EVOLUTION LAB | GRADUATE RESEARCHER

May 2017 – Present | East Lansing, MI

- Continued development of Empirical, a library of tools for developing efficient, reliable, and accessible scientific software, with Dr Charles Ofria.
- Conducted research into evolving effective board game AI, by using a combination of Genetic Programming and bootstrapping techniques. Master's thesis in progress.

MSU DIGITAL EVOLUTION LAB | UNDERGRADUATE RESEARCHER

Mar 2016 – May 2017 | East Lansing, MI

- Developed evolution utilities for the Empirical software library with Dr Charles Ofria.
- Engaged in original research on the effects of structured environments on digital organisms.

AWARDS AND LEADERSHIP

Awards

2016 2nd Place The 2016 Atomic Games

Leadership

2017 Grad Rep. CS Department Faculty Meetings

2016 Treasurer MSU Association for Computing Machinery