

Steve Sefchick

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I'm a creative maker driven to help amazing ideas become reality. I have a varied, but balanced background, with experience in everything from requirements analysis, to design brainstorming, to development and deployment, and everything in between. I love to learn and crave challenge.

Skills

- Code – C#, Javascript (ReactJS, Node.js), PHP, Java, HTML/CSS, HLSL
- Tools – Jira, Slack, MS Office Suite, Google Analytics, Postman, QA Symphony, GIMP
- Personal – Communication/collaboration, Problem Solving, Self-Motivation, Adaptability, Creativity
- Other – MySQL, MongoDB, Agile Methodology, Release Management, Sharepoint, Steam SDK

Experience

2003 – PRESENT

Senior Business Analyst – Mobile and Web / Wawa, Inc.

Over 15 years of experience working in a convenience retail industry, from a retail in-store position to a tenured Business Analyst Position in a customer-facing, digital environment. Currently responsible for the Wawa Digital Landscape (Mobile App, Wawa.com, and Wawarewards.com).

- One of the original members of the Wawa Mobile team. Responsible for development of user stories, test plans, release coordination, reporting/analytics, and support.
- Collaborates consistently with over a dozen IT and business teams, as well as external vendor partners.

2013 – PRESENT

Developer & Co-Founder / Wimbus Studios

Designed, coded, deployed, and promoted the video game “The Island of Eternal Struggle.”

- Involved with game development from conception to deployment using the Monogame framework on a small team.
- Interacted with the community through the Steam Early Access process, social media, and in-person at conferences and industry events.

Education

2018 - BACHELOR'S

Software Development and Design / Wilmington University

2011 - ASSOCIATE'S

Game Design and Development / Camden County College