

Steven Whitfield

Summary

Self-motivated with a strong foundation in computer science. Currently seeking a software engineering position with opportunities to grow and contribute to meaningful work.

Experience

Software Engineer Intern, Cognizant

June 2022 – July 2022

- Designed and built an SPA with React, Node.js, and Express, and MongoDB
- Wrote queries with Mongoose to manipulate data in a NoSQL database
- Automated daily analysis of critical data from Excel spreadsheets

Projects

Polk County Landfill AR Mobile App

- Collaborated with a small team of students to create an AR app in Unity
- Implemented text-to-speech using Microsoft's Speech SDK and Azure
- Wrote script to dynamically translate text using Google Translate and JSON

Jump Racer

- Created an online multiplayer game using Unity and a third-party network engine
- Wrote scripts in C# using the object-oriented programming paradigm
- Presented the game to a large audience at Florida Poly's Game Expo

Chawla Media Website

- Implemented a responsive, mobile-first website using Gatsby and SCSS
- Enabled dynamic content management with Strapi and GraphQL
- Achieved a 99/100 on Google Lighthouse for mobile and desktop

Skills

Languages

JavaScript, C#, TypeScript, SQL, HTML, CSS

Technologies/Frameworks

Node.js, Express, React, Unity, MongoDB, PostgreSQL, Git, Unix, Tailwind CSS

Education

Computer Science, B.S.

Florida Polytechnic University

August 2019 – May 2023