

Stirling Gould

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EDUCATION

North Carolina State University, Raleigh, NC
Bachelor of Science in Computer Science

Expected Dec 2027
3.6 Major GPA

SKILLS

- **Programming Languages:** Java, C#, JavaScript, HTML, CSS, Lua, Python, GML, C, C++
- **Software Development:** Code Reviews, Software Design, Change Control, Validation, Maintenance, and Decommissioning.
- **Tools & Frameworks:** Visual Studio Code, Unity, GameMaker, Git, Azure, SolidWorks, React

PROFESSIONAL EXPERIENCE

Software Quality Assurance Apprentice, *Thermo Fisher Scientific*, Durham, NC

Summer 2025

- Participated in audits of the software development lifecycle for FDA-regulated computer systems.
- Reviewed software design and development processes for compliance with internal standards.
- Observed code reviews to ensure adherence to company-wide coding standards and best practices.
- Reviewed validation, change control, and maintenance of critical computer systems used in life sciences.
- Gained hands-on experience with computer system validation (CSV) within regulated environments.
- Skills: Jira, Azure Development, SOC2 and ISO27001 standards, Unit Testing

Code Instructor, *Code Ninjas*, High Point, NC

January 2022 – August 2025

- Teach programming concepts to students aged 7–14 in JavaScript, Python, C#, Lua, and Microsoft MakeCode
- Lead and manage several coding camps, and designed custom coding curricula for the “Modding With Minecraft” and “Next Level Roblox” camps, integrating game design, scripting, and problem-solving fundamentals.
- Mentor students through progressive coding projects, fostering critical thinking and creativity.
- Collaborate with fellow instructors to improve course content and enhance the learning experience

Groundskeeper, *Wet ‘n’ Wild Emerald Pointe Water Park*, Greensboro, NC

Summer 2021

- Maintained park cleanliness and guest satisfaction through daily facility upkeep.
- Responsible for sweeping, mopping, and trash removal across high-traffic areas.
- Developed a strong work ethic and attention to detail in a fast-paced, customer-facing environment.

CAMPUS INVOLVEMENT

Independent Game Developer

- Created numerous games across platforms such as **Unity**, **Roblox**, **Scratch**, and **Minecraft** using **Java**, **C#**, **Lua**, **Python**, **JavaScript**, and **Blockly**.
- Developed interactive and engaging projects emphasizing gameplay design, scripting, and user experience.
- Achieved over **50,000 players** on games published through the **Scratch** platform.
- Portfolio available at: <https://stirling-code.com>

Member, *Game Development Club*, North Carolina State University

- Collaborate with peers to design and develop games using professional tools and workflows.
- Participated in a Game Jam competition, contributing to concept development, coding, and debugging.
- Check out our team’s game here: <https://fiargin.itch.io/every-villain-is-lemons>

AWARDS/CERTIFICATIONS

- 2nd Place, *Engineering Design Day*, North Carolina State University — Served as lead programmer for a team project titled “Educational Computer Game” as part of the First-Year Engineering program: <https://stir1.itch.io/arcade-escape>
- Eagle Scout, Boy Scouts of America, Troop 5, 2020