Steven Ott

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Experience

Software Developer June 2022 – Present
Epic Systems Corporation *Madison, WI*

- Improved system reliability and accuracy for cardiology and radiology clinicians by addressing critical issues through developing full stack changes to their electronic medical record system
- Enhanced the maintainability and performance of the system for all customers by migrating existing VB code to a new web-based platform in Typescript and C#
- Reduced the number of necessary clicks for completing and reviewing procedural documentation by an average of 160 clicks per month for each user by displaying relevant medication data in line with documentation tools
- Facilitated a successful transition from SVN to Git source control for a team of forty developers by providing troubleshooting help and holding daily office hours
- Resolved issues for end users transitioning from legacy systems at nine different customers by shadowing workflows on-site and collaborating with analysts at their organization
- Maintained the quality and performance of a large, shared code base by reviewing over 250 changes in both the frontend and the backend and providing feedback on contributions from developers across multiple teams

Software Engineering Intern May 2021 – August 2021
Plexus Corporation *Neenah, WI*

- Simplified troubleshooting of medication dispensing cart errors for large medical organizations by developing a fix for electrical interference-induced data corruption using Python at the hardware interface level
- Provided a reliable quality standard for software used by two embedded medical device systems by evaluating product requirements and creating automated software verification test procedures for in both Python and C++
- Improved workflows for a team of developers by migrating code repositories from SVN to Git and creating virtual environment configurations that had all necessary dependencies

Projects

Depth-Aware Pick Point System
Blue Marble Enterprise – GM Sponsor Project

- Worked with a team of engineering student peers to create a system to grab and sort objects in 3D space using a 6-axis robotic arm, machine learning, and an array of cameras
- Researched and selected a depth camera based on system constraints including the size of the workspace and necessary depth accuracy
- Implemented height detection and end effector manipulation in Python using provided packages

Skills

Languages: HTML, Sass, CSS, JavaScript, TypeScript, React, .NET, C#, Caché, C++, Python, Bash
Development: Git, Visual Studio, VS Code, Project Management, Code Review, Design Review

Education

Michigan Technological University Houghton, MI
BS Computer Engineering · Summa Cum Laude *Aug 2018 – May 2022*