

# Stephen Stefanidis

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## EXPERIENCE

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### Intern Web Developer/Analyst

Remote

*Airtasks Inc.*

*June 2024-September 2024*

- Integrated Mixpanel tracking capabilities into the platform to monitor user actions and improve analytics.
- Designed and developed a mock-up sign-in page with React and express in Node.js to test Mixpanel event tracking and verify data flow.
- Created a Mixpanel API integration to migrate existing user data and enable tracking for all users within the system.

### Junior Technical Analyst

St Catharines, Ontario

*Ministry of Transportation of Ontario*

*September 2023-December 2023*

- Collaborated with internal teams to write documentation for DevOps using Microsoft SharePoint.
- Generated reports summarizing usage of time and resource consumption for Azure DevOps groups using Power BI.
- Investigated incidents reported by customers and assisted them in person and over Microsoft Teams.

### Developer for CMS Team (Intern)

Remote

*Engine Gaming and Media Inc.*

*January 2023-April 2023*

- Assisted in the development and maintenance of content management system (CMS) features and functionalities.
- Created modular WordPress 'blocks' in JSX and PHP that make building websites simple for clients.
- Participated in server upkeep, and the software release cycle, and became accustomed to the agile development methodology.
- Supported documentation efforts by creating user guides and tutorials for the WordPress plugins.
- Contributed to team meetings, brainstorming sessions, and code reviews.

## ACADEMIC PROJECTS

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### wishify.ca - Collaborative Wishlist Management Website

*COSC 4P02 (Software Engineering 2)*

*Winter 2025*

- Developed key React pages (Wishlists, Events, Ideas) for a PERN-stack web application
- Styled reusable components with styled-components, focusing on maintainable, modular UI
- Consumed data from a custom Express API and collaborated with backend teammates
- Followed Agile workflows using Jira sprints and GitHub PRs/issues

### Battleship Solitaire Solver

*COSC 4P03 (Advanced Algorithms)*

*Winter 2025*

- Built a Python-based visual Battleship Solitaire solver using backtracking for valid ship placement.
- Reduced search time by adding heuristic forward checks to prune invalid states early.
- Built a genetic algorithm-based solver with solution encoding, mutation, and fitness scoring logic
- Measured and compared runtime behavior of multiple solving approaches to evaluate practical trade-offs

## EDUCATION

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### Brock University

*Honours BSc in Computer Science (Co-op Program)*    *September 2021-December 2025 (Convocation in June)*

- Member of Computer Science Club
- Member of Brock Horror Club

## TECHNICAL SKILLS

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- **Web Development** - React, Express, HTML, JavaScript, CSS, PHP, Node.js, PostgreSQL
- **Debugging and QA Testing** - JUnit, Pytest
- **Languages** - Python, Bash
- **Tools and Systems** - GitHub, Jira, Linux, Windows