

# Steven Warren

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## EDUCATION

### UNIVERSITY OF OREGON

#### BS IN COMPUTER SCIENCE

Expected June 2016 | Eugene, OR  
College of Arts and Sciences

### OTHER COLLEGE

Orange Coast College | 2013-2014  
Long Beach City College | 2012-2013  
Sacramento City College | 2011-2012  
Cosumnes River College | 2011-2012  
Sonoma State | 2010-2011

## COURSEWORK

### UNDERGRADUATE

Data Structures and Algorithms  
Development in C/C++  
Unix Tools and Scripting  
Software Methodologies  
Database Processing  
Game Programming  
Operating Systems  
Functional Programming

## SKILLS

### PROGRAMMING

#### INTERMEDIATE:

C • C++ • Java

#### BASIC KNOWLEDGE:

Python • Objective C • C# w/ Unity  
Android Dev • iOS Dev • Git

#### EXPOSURE:

Javascript • Assembly • Haskell  
SML • MySQL • PHP

### SYSTEMS

Windows • Mac OS • Linux

### SOFTWARE

XCode • Unity • MySQLWorkbench  
Microsoft Office • Adobe Acrobat  
Lightroom/Photoshop • Final Cut  
IT Ticketing Systems

## LINKS

Github:// swarren4

LinkedIn:// swarren4

Spotify:// steven.warren

Instagram:// stevenwarren\_

Facebook:// steven.warren.14

## WORK EXPERIENCE

### UNIVERSITY OF OREGON | COMPUTER SCIENCE GRADER/T.A.

Computer Organization Course  
Jan 2016 - Mar 2016 | Eugene, OR  
Professor: Eric Wills  
email: eric@cs.uoregon.edu

- Graded both coded and written assignments that dealt with instruction-set architecture, digital logic design, binary arithmetic, design of central processing unit and memory, as well as machine-level programming.
- Assisted students in understanding the basics of C/C++ as this is the first course that introduces those languages at University of Oregon.

### LONG BEACH CITY COLLEGE | TECHNICAL SUPPORT SPECIALIST

Instructional Technology Development Center

Employer: Jay Field  
email: jfield@ccsf.edu

June 2013 - Sep 2013 | Long Beach, CA

- Troubleshooted and resolved computer hardware and software issues for staff of Long Beach City College.
- Installed and configured PCs, peripheral equipment, devices and other technology tools.
- Analyzed technical documentation and generated clear and concise written documents pertaining to technical work.
- Worked directly with the faculty and staff of Long Beach City College in resolving their technical issues.

### LONG BEACH CITY COLLEGE | STUDENT ASSISTANT

Instructional Technology Development Center

Employer: Jay Field  
email: jfield@ccsf.edu

Oct 2012 - June 2013 | Long Beach, CA

- Recorded detailed information by phone and in person from faculty, staff and students regarding their current computer problems.
- Used a ticketing system to organize and resolve the technical issues of professors and other staff in a timely and efficient manner.
- Managed and installed software on PC's and mobile devices, including smart phones and tablets.

## PROJECTS

### GITHUB | [HTTPS://GITHUB.COM/SWARREN4](https://github.com/swarren4)

Evolution Tower Defense | 2016

- Tower Defense Game built in C# w/ Unity. Focused on the core game concept design as well as an "Upgrades" page which allowed users to level up game units.

Ghost of the MCP | 2015

- CPU Scheduler built in C that managed and scheduled basic processes.

Gauntmore | 2015

- Rouge-like C++ Game. A 2D, top down, hack-and-slash, real-time, roguelike, with procedural tile-based map generation, and permanent death.

Address Book | 2015

- Web App built w/ python that managed a database of addresses.

Expense Tracker | 2015

- Roommate Expense Tracker w/ Venmo Integration.