

Stephen Rigdon

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Education

University of Central Florida
B.S. in Computer Science

Graduation Date: August 2019

Student Organizations: Former president - Association for Computing Machinery at UCF

Projects

- **Brawliseum** - Myself and 5 others developed a 2D dungeon-crawler with procedurally generated dungeons using **Java** and the **libGDX** graphics library. A playable .jar file of the game can be found at www.github.com/swrigdon/Brawliseum
- **Computer Graphics** - In my computer graphics course I was working with various projects using **Three.JS** and shaders written in **GLSL**, and created several projects including a random 3D maze generator for any nxn maze.
- **Reality Flow** (In Progress) - For our senior design project, myself and 4 others are developing a system to rapid prototype **Augmented Reality** scenes on the **HoloLens** and **Magic Leap** using **Unity**, a **NodeJS** server, a **MongoDB** database, and **iOS** and **Android** applications.

Languages

Proficient: C, Javascript, Java, HTML, CSS **Familiar:** C++, Typescript, C#, SQL **Learning:** GLSL, Python

Technical Skills

Proficient in: jQuery, Bootstrap, SharePoint, Visual Studio, Linux, Bash, Git
Familiar with: libGDX, SQL Studio, MySQL, REST, Unity, NodeJS, MongooseJS, MongoDB, Gulp
Learning: Unreal Engine, OpenGL, Photoshop, Tuleap, Jenkins, Unity, ExpressJS

Work Experience

The Walt Disney Company - Systems Development Intern (June 2017 - June 2018)

- Co-Lead on a project to create a new onboarding and offboarding system for Disney Reservation Center phone agents
- Coordinated the efforts of 7 teams to gather data about the current process and to explore integration with other systems throughout the company
- Responsible for designing the architecture for the backend of the system

Orange County Florida Government - Student Intern (September 2015 - April 2016)

- Created content and was a regular contact for the county mayor's media team
- Helped design and test a complete overhaul of the county's intranet portal
- Trained several non-technical employees on system maintenance