SHEA STEVENS

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SUMMARY

Passionate software engineer with hands-on experience in object-oriented programming, eager to leverage technical skills in developing innovative AI solutions. Skilled in collaborative problem-solving and technically versatile across JavaScript, Python, and Java, with a strong foundation in data structures and algorithms. Demonstrated ability to design technical solutions, build analytical tools, and contribute to complex engineering challenges through a team-oriented approach. Committed to continuous learning and driving digital transformation through data-driven AI applications.

PROFESSIONAL EXPERIENCE

Vindicia: Software Engineer San Francisco, CA, Mar 2022 – Dec 2023

- Architected new backend Python subscription billing features with automated recovery workflows, enabling merchants to reclaim 50% of failed transactions.
- Designed real-time transaction processing systems that increased merchant retention by up to 30% through improved data insights and intuitive RESTful API's.
- Led cross-functional collaboration and knowledge transfer with Product, Ops, and Documentation teams throughout the SDLC to create seamless releases.
- Reduced production bugs by 36% by implementing comprehensive code review and testing processes across mission-critical Python and Perl services, maintaining 99.99% uptime.
- Resolved critical performance bottlenecks by optimizing PostgreSQL queries and indexing strategies, achieving 10x faster performance and reducing system load.
- Accelerated growth from graduate to full Software Engineer in 6 months through ownership of complex features, reducing ticket resolution time by 79%.

University of Oregon: Technology Service Desk Analyst Aug 2019 - Aug 2021

- Resolved 100+ technical and university account-related issues monthly with 98% customer satisfaction.
- Attained a resolution rate of 87% first calls and reduced escalations by 22% through clear collaboration.

EDUCATION

University of Oregon: B.S., Computer Science (GPA 3.6) Eugene, OR, Aug 2017 – May 2021

- Focus: Machine Learning/Artificial Intelligence and Game Programming
- Minors: Japanese & Mathematics
- Coursework: Web Development, Probabilistic AI Methodology, Data Structures & Algorithms, Operating Systems

AWS Certified Developer - Associate Current

- Pursuing the AWS Developer Associate certification to deepen knowledge of cloud-native development, AWS services, and best practices for building scalable solutions.

EXTRACURRICULAR

University of Oregon E-Sports: Overwatch Coach/Manager Eugene, OR, Aug 2019 – May 2021

- Managed and played on college Esports team; coordinated video reviews yielding 17% improvement in teamwork and communication; scheduled matches and scrimmages while optimizing timeliness and resolving conflicts.

SKILLS

Technical Skills: Software Development, Backend Development, Python, SQL, PostgreSQL, Flask, REST, React, Jenkins, Kubernetes, Object-Oriented Programming, Test-Driven Development

SOFT SKILLS

Strong problem-solving | Collaborative team player | Adaptable to fast-paced environments | Cross-functional collaboration | Continuous learning and self-improvement | Attention to detail

PROJECTS

React.js Portfolio Website *swstevens.github.io*

- Engineered a responsive portfolio website that recreates the nostalgic Windows 95 desktop environment using React, HTML, CSS, and TypeScript.

Contact Tracing Web Application *github.com/ryan-moll/Covid-19-Automated-Contact-Tracing-Service*

- Used Python, JavaScript, Flask, MySQL, and Github with a group of 5 people to develop a COVID contact tracing website from start to finish.
- Documented specifications through SDS, SRS, and progression using Project Plans and Gantt Charts.
- Developed communication to and from MySQL information database as well as auxiliary functions.

Iterative RESTful Website *bitbucket.org/swstevens*

- Worked alone to create a brevets calculator application using Python and PHP which communicates with a database storing pertinent information.
- Incrementally developed to be built and deployed using Docker while employing RESTful API.

Surprise Monster Havoc (Unity Game) *github.com/swstevens/suprise-monster-havoc*

- Collaborated in group of three to develop small scale procedurally generated first person game in Unity and C#.
- Incrementally developed game from alpha, to beta, and finally release version.

Horror Game Jam (Godot) *github.com/swstevens/Scream-Jam-2024*

- Over the course of a week, rapidly iterated and developed a horror themed puzzle game using the Godot game engine.

Physics Based Raytracing and Rendering *github.com/swstevens/Raytracing*

- Implemented a physics-based rendering script in C++, implementing ray tracing and global illumination algorithms.
- Continued graphics development, adding realistic shadows, light diffusion, depth-of-field, and anti-aliasing.