

Steven MacCoun

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Objective: Fulltime position as Software Developer

Education

- **University of Colorado Graduate School** Boulder, CO
Master's of Science: Computer Science *January 2012 - May 2013*
- **University of Colorado** Boulder, CO
BA Physics *Sept. 2006 - May 2011*

Work Experience

- **Software Engineer** Laboratory for Atmospheric and Space Physics
Graduate Research Assistant, 20-40 hours/week *May 2011 - Present*
 - Worked on the primary GUI used for planning and scheduling the satellites
 - Integrated OpenGL into Swing GUI in order to create faster, more dynamic interface
 - Automated standard scheduling procedures: parsed structured data, inserted into database, and updated GUI
 - Created schedule sanitizers and checkers to validate schedule data
- **Physics Undergraduate Research** Nuclear Physics Laboratory
Research Assistant, 15 hours/week *Jan. 2010 - Sept. 2010*
 - Helped in constructing and designing aspects of detector to be built for Fermilab
 - Responsible for researching and gathering appropriate materials to fit design principles
 - Certified for machine shop
- **Physics Tutor** CU ASAP Program
Mechanics/EM Tutor, 10 hours/week *Feb. 2010 - Fall 2012*
 - Applied knowledge of mechanics and electricity and magnetism to aid student understanding
 - Enhanced personal pedagogical and team management skills for working in small groups
- **Undergraduate TA** University of Colorado
Learning Assistant, 10 hours/week *Jan. 2009 - May. 2009*
 - Facilitated problem solving techniques among groups of 4-6 students in introductory physics
 - Developed effective ways to handle small group dynamics

Awards

Noyce Fellowship *Awarded 2009* 10,000 dollar scholarship. Performed research in undergraduate physics education.

Skills & Interests

Languages: Java, Python, Javascript, C/C++, XSLT, Ruby

API/Libraries: Swing, OpenGL, JDBC, JQuery, Bootstrap

Database: Sybase

RCS: Git