Steven MacCoun

9231 Crestmore Way Littleton, CO 80126 (720) 891-2715 steven.maccoun@colorado.edu

Objective: Fulltime position as Software Developer

Education

University of Colorado Graduate School

Master's of Science: Computer Science

University of Colorado

BA Physics

Boulder, CO

January 2012 - May 2013

Boulder, CO

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 to schedule and plan satellite events and activities.
- 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

Undergraduate TA

University of Colorado

Jan. 2009 - May. 2009

Learning Assistant, 10 hours/week

- Faciliated problem solving techniques among groups of 4-6 students in introductory physics
- Developed effective ways to handle small group dynamics

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

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

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/JOGL, JDBC, Android, JQuery, Bootstrap

Database: Sybase

RCS: Git