Stephen Schroeder

919-457-7409   stephen.schroeder256@gmail.com   perfectionofthedigital.com

Education

North Carolina State University	Masters of Computer Science	3.65	*2014*
University of Mary Washington	BS, Computer Science and Biology	3.4	*2011*

Relevant Experience

Software Engineer,   Konica Minolta   October 2014 - Present
-Implemented desired features for X-ray devices
-Incorporated a new device using a marshalled SDK and an interprocess communication paradigm.
-Worked with end users to design intuitive and effective interfaces

Software Engineer,   Filo LLC   May 2011 - Aug 2012
- Developed a 3D soldier equipment outfitting program for the U.S. Department of Defense in C# .NET
          framework 4.0 using WPF 3D in the MVVM foundation
- Simulated different equipment load-outs using real-time rendering
- Implemented real-time drawing on 3D surfaces to analyze patterns in equipment & armor failure.
- Co-designed SQL Server 2008 database structure and content

Graduate Research Assistant,   North Carolina State University,   April 2013 - May 2014
-Developed a formal logic tutoring system in Javascript used in university classes
-Developed two educational games for use in an exhibit in the North Carolina Museum of History

Relevant Projects

Being	1 to 2 player Kinect dance game	C#, XNA
Journeys	1 player choose-your-own-adventure	Objective C
Glyph	1 player Android spellcasting game	C#, Unity3D
Daedalus	1 player metroid-vania horror	C#, Unity2D

Skills

Languages

C#	4 years	C++	4 years	Java	5 years
SQL	3 years	PHP	2 years	Objective C	1 year
WPF	1 year	C	1 year		

Other technologies

SVN	2 years	Github	3 years	Agile	2 years

Relevant Coursework

Machine Learning	Graph Data Mining	Object Oriented Programming
Serious Games	Artificial Intelligence I and II	Human-Computer Interaction
Design & Analysis of Algorithms	Computer Graphics	