

Stephen G. Poletto

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Education

Brown University - Providence, RI - Computer Science, Sc.B expected May 2012 - 3.94 GPA

- Course Experience:
 - ▶ Object-Oriented Programming in Java
 - ▶ Models of Computation
 - ▶ Computer Systems
 - ▶ Design and Analysis of Algorithms
 - ▶ Database Management Systems
 - ▶ Information Retrieval and Web Search
 - ▶ Data Structures and Algorithms
 - ▶ Software Engineering
 - ▶ Computational Physics
 - ▶ Real-Time Systems
 - ▶ Creating Modern Web Apps
 - ▶ Computer Networks

Susquehanna Valley HS - Conklin, NY - Regents Diploma: Advanced Designation with Honors - 4.0 GPA

- Valedictorian, Class of 2008.

Work Experience

Apple, Inc. - Cupertino, CA - Software Engineering Intern (Jun. 2010 - Present)

- Worked on the Interface Builder team under manager Jon Hess.
- Developed an improved visualization of establishing connections in Xcode 4.0.
- Presented new feature to Senior Vice President of Software Engineering.
- Worked on large-scale software systems in a collaborative team environment.
- Extended internship to work part-time remotely from Providence.

Leadership

Brown University Computer Science Dept. - Head Teaching Assistant for CSCI0150 (Aug. 2010 - Dec. 2010)

- Led a team of 23 undergraduate teaching assistants for an introductory computer science class with 200 students.
- Worked with Prof. Andy van Dam on course development to improve the learning process for students.
- Held office hours, conducted lab sessions, designed and graded student assignments.
- Developed scripts for use by students and staff, wrote testers to exercise student code.

WBRU-FM - Providence, RI - Production Director (Jan. 2010 - Jan. 2011)

- Managed a staff of 20 students to fulfill the production needs of a professional radio station.
- Worked with a professional sales staff to deliver student-produced commercials to local and national clients.
- Served as an active and voting member of the Executive Board of the station.
- Trained interns in audio production techniques, using ProTools as the primary production environment.

Independent Projects

Cakehat - Brown University Computer Science Grading System

- Designed and implemented a comprehensive grading system with a small team of students.
- Currently used by five courses, expansion expected.

SocialLite

- iPhone application to aggregate event data from multiple web sources and display upcoming local events.
- Implemented data retrieval from multiple sources, filtering, sorting and mapping of events.

DubBouncer

- Mac OS X application for concatenating and converting audio files.
- Used by WBRU-FM for combining national radio spots to load into the broadcast system.

NBAMathHoops.com (to be launched)

- Promotional website and teacher community for a new educational board game targeting middle-schoolers.

Programming Languages

Proficient: Java, Objective-C

Experienced: C, C++, Python