

Paul Steiner

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Education

Bachelor's Degree in Computer Science
Western Governors University

July 3, 2024

Skills

Programming Languages: Python, Java, C#, C++, HTML, CSS, Javascript, Go, PHP, SQL
Web Development Tools: WordPress, Node.js, React, Vue.js, Shopify API, Odoo, RESTful APIs
Game Development Tools: Unity, Godot, Blender
Other: Agile/Scrum, Git, Android Studio, Project Management (Trello, JIRA)

Professional Experience

Freelance Software Engineer - Upwork Contract | Remote

September 2024 - Current

- Designed and developed a 3D endless runner game, utilizing Minecraft-style art assets.
- Modeled characters, enemies, and environmental assets using Blender and integrated them into Unity.
- Created a detailed project schedule outlining asset creation, environment design, and milestone-based development phases.
- Programmed core gameplay mechanics, including puzzle-based levels and memory-turn mechanics, to enhance player engagement.
- Collaborated with the client to refine visual elements, including blocky stone walls, skeletons with unique features, and thematic props like carts and lanterns.
- Optimized the game for smooth performance and scalability.

Freelance Web Developer - Individual Client | Remote

June 2024 - Current

- Designed and developed a fully customized WordPress site to enhance personal branding and online presence.
- Implemented responsive design to ensure seamless user experience across desktop, tablet, and mobile devices.
- Customized themes and plugins to align with the brand's visual identity and functionality requirements.
- Set up analytics tracking to monitor site performance and user engagement metrics.

Freelance Web Developer - Brapps | Remote

March 2024 - May 2024

- Integrated Shopify API with Odoo to automate payment processing for an athletic clothing website.
- Parsed transaction data from Shopify orders and created corresponding entries in Odoo.
- Handled multi-transaction orders, filtering out unauthorized or failed transactions.
- Accounted for currency conversions in payment processing to ensure accuracy.

Software Engineer Intern - Arivo Acceptance, LLC | West Valley, UT

June 2022 - August 2022

- Applied Agile methodology to foster collaborative efforts and enhance the efficiency of diverse tasks.
- Developed a micro-service to automate income calculations for clients, resulting in significant time and resource savings for the company.
- Provided valuable feedback on existing products and contributed to the design of new product features.
- Effectively collaborated on both front-end and back-end development, contributing to the creation of robust and well-rounded web applications.

IT Consultant - IT LABS Utah State University | Logan, UT

August 2019 - May 2022

- Strengthened troubleshooting skills by assisting students in resolving technical issues.
- Exhibited a proactive capacity to swiftly grasp and implement novel technologies.
- Demonstrated outstanding communication skills, intelligence, and a self-driven approach in assisting students with technical issues.