

Steven Albers

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Relevant Work Experience:

Scientific Games - Reno, NV

May '15 - present

Software Engineer II

Firmware Engineer I

- *Developed 5+ Virtual Lottery Terminal games for markets in North America; one of which is the top performing game in its region and nets ~\$15,000 weekly revenue*
- *Provided field support for released products, working closely with customers to resolve high-profile issues and prevent prolonged machine down time*
- *Contributed to the maintenance and expansion of company-built standard libraries, taking steps to ensure that code functionality is both modular and reliably backwards compatible*

Tropopause, LLC

Jan '15 - present

Co-founder & Swift Developer

- *Led a small team through the design and implementation process of the iOS memory matching game Honeychain, written in Swift and released to the App Store in December 2017*
- *Created the proof-of-concept logic for Tom Teller, an educational adventure for iPad, collaborating constantly with the client to meet dynamic criteria*

Bally Technologies - Reno, NV

Feb '13 - May '15

Software Engineer Intern

- *Learned and utilized 4 new programming languages to complete project requirements while working in an Agile environment alongside a team of developers*
- *Aided in the design & implementation of a web-based data aggregation platform, and used the information of 50+ million slot machine data entries to analyze the player experience*
- *Performed rigorous QA testing on games before release, creating automation tools and using GDB to debug both running processes and crashed core files*

Education:

University of Nevada, Reno

Bachelor of Science, Computer Science & Engineering, Minor: Statistics

May '14

Technical Skills:

Languages

C++

★ ★ ★ ★ ★

Swift

★ ★ ★ ★ ★

Javascript

★ ★ ★ ★

C#

★ ★ ★ ★

SQL

★ ★ ★

Bash

★ ★ ★

OS/Software

Unix

★ ★ ★ ★ ★

Xcode

★ ★ ★ ★ ★

Git

★ ★ ★ ★ ★

GDB

★ ★ ★ ★

Visual Studio

★ ★ ★

Unity

★ ★ ★

Relevant Coursework

Data Science & Big Data

Software Engineering

Game Theory in Wireless Networks

Human Computer Interaction

Principles of Operating Systems

Data Structures