

SCOTT STEVENSON

EMPLOYMENT HISTORY

Electronic Arts (EA)

Associate Software Engineer
September 2009 – December 2009
Burnaby, BC, Canada

- Worked on the *Need for Speed: World Online* team
- Focused on tool and pipeline development
- Fixed game and tool bugs
- Wrote 40 pages of developer documentation for a central tool

**National Research Council -
Institute for Ocean Technology**

Computer Systems Group Student
January 2009 – April 2009
St. John's, NL, Canada

- Developed a network switch monitoring application using Python and MSSQL
- Wrote 20 pages of user and developer documentation for the application
- Gained experience using Linux and OpenVMS

Wellhead Technologies

Contractor
March 2009
Houston, Texas (Worked from home in St. John's)

- Developed a Python script to convert Log ASCII Standard files to Excel format
- Designed toolbar icons and logo for prototype drill logging software

**National Research Council -
Institute for Ocean Technology**

Computer Systems Group Student
April 2008 – August 2008
St. John's, NL, Canada

- Performed network administration tasks such as server maintenance, support, security monitoring and scripting
- Gained a deeper understanding of networks and computer security

McDonald's (Stavanger Drive)

Crew
July 2006 – November 2007
St. John's, NL, Canada

- Paid attention to detail, established good customer relations
- Learned the importance of two-way communication in a fast paced environment

Earth Information Technologies (NL)

Contractor
July 2006
St. John's, NL, Canada

- Integrated a discussion forum into SmartBay.ca

SKILLS

Software Development

- Languages: C++, Java, C#, Python, PHP, Visual Basic and x86 Assembly
- Databases: MySQL, MSSQL and XML-based systems
- Debugging and profiling
- Mindful of documentation and coding standards
- Aware of security issues

Hardware Development

- Circuit simulation software NI Multisim and PSpice
- VHDL
- FPGA and PLD based design
- Microprocessor programming and interfacing

General

- Document design: Microsoft Word, Openoffice.org and LaTeX
- Analysis: Excel, MATLAB and Minitab
- Graphic design: Adobe Photoshop and Illustrator
- Comfortable using Windows, Mac OS and Linux

EDUCATION

Memorial University of Newfoundland

Bachelor of Engineering (Computer)

2006 – Present

St. John's, NL, Canada

- 3.4 GPA
- Currently completing term 5 of co-op program

Gonzaga High School

2003 – 2006

St. John's, NL, Canada

- Honors throughout
- Completed 3 Advanced Placement courses

OTHER EXPERIENCE

- Strong focus on independent work including websites, games and electronics projects
- Development of 2D game in Java (Present)
- Development of audio effects (2009-Present)
- Composition and production of electronic music (2006-Present)
- Lead programmer on team that placed 1st provincially and 5th internationally in MATE's underwater robotics competition (2006)
- Member of team that placed 1st internationally in MATE's underwater robotics competition (2005)
- Editor and designer of high school student newspaper (2004-2006)
- Competed in provincial and national debating tournaments (2003-2006)