

Stephen R. Foster

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Skills

Languages: Java, Ruby, PHP, Haskell, SQL, JavaScript, HTML, CSS, C++, Objective-C, Bash

Game Development Software: Java Monkey Engine, Unity 3D, Blender, Photoshop

Other: Ruby on Rails, MySQL, Apache, JUnit, Hibernate, AWS, Google APIs, Linux, SVN

Game Projects: CodeSpells (RPG for teaching programming), EpicShores (online platform for 3D games), Open Meta Game (game for making games), Nitrous (Tetris variant for iPhone and Android). Complete portfolio on my website.

Experience

- **Academic Connections** La Jolla, CA
Game Programming Instructor *June. 2011 – July. 2011*
 - Taught 30 high schoolers how to make games using the Unity 3D engine.
- **Peer 1 Hosting** San Antonio, TX
Software Engineer *Dec. 2009 – Dec. 2010*
 - Consolidated distributed servers to liberate company resources.
 - Helped launch Peer 1's first cloud product: Built client interface and backend server components.
 - Built a drag-and-drop web interface for provisioning non-trivial server configurations.
 - Maintained and extended Peer 1's business support web application.
 - Maintained and extended web application for Peer 1's customers.
- **National Institute for Technology in Liberal Education (NITLE)** Georgetown, TX
Software Engineer and Consultant *Aug. 2009 – Dec. 2009*
 - Ported IT infrastructure to Amazon's EC2 Cloud, cutting monthly expenditures by \$8,000.
 - Managed a team of 3 student interns across the full life cycle of web and mobile application development.
 - Developed casual games for the Android and iPhone platforms.
 - Created an online tool for displaying company data geospatially.
 - Maintained NITLE's MySQL databases and server infrastructures.
- **National Institute for Technology in Liberal Education (NITLE)** Georgetown, TX
Software Engineering Intern *Dec. 2006 – Aug. 2009*
 - Lead software engineer.
 - Trained 2 new team members.
 - Designed/built/maintained Ruby on Rails app for logistical and human resource data.

Education

- **University of California – San Diego** La Jolla, CA
Masters / Ph.D. Student *Sep. 2010 – Present*
 - Developing games for education.
 - Researching efficient, real-time support for refactoring in the Eclipse IDE.
- **Southwestern University** Georgetown, TX
Bachelor's in Computer Science and Philosophy (GPA: 3.9) *Aug. 2005 – May 2009*