Christopher A. Steiner

steineca@rose-hulman.edu (317)-515-5235

Personal Website: rhit-steineca.github.io/chrissteiner

Github: github.com/RHIT-steineca

7705 Cove Court Indianapolis, IN 46254

Objective:

Bachelors in Computer Science graduate seeking immediate employment in a software development / Cybersecurity focused full-time work opportunity.

Education:

Bachelor of Science, Computer Science - Minor in Art Rose-Hulman Institute of Technology, Terre Haute, IN

Class of 2024

Relevant course topics: Object Oriented Software Development, Data Structures and Algorithm Analysis, Web Development, Database Systems, Operating Systems, Computer

Architecture, Software Requirements Engineering, Software Design, Cross-Platform Development, Theory of Computation, Machine Learning, Programming Language Concepts,

Foundations of Cybersecurity, Design and Analysis of Algorithms, Computer Networks

Experience:

Software Research and Development Internship at Navistar, Inc.

June – August 2023

- Performed in-depth research and analysis on multiple HR related software vendors and presented business case for selection to upper-level management; inspired immediate action from company
- Developed an ASP.NET web page from scratch to handle SQL database management for IT team; matched aesthetic of existing IT pages and handled all functionality requirements requested by design documents

Cooperative Project Development

August 2020 - May 2024

Multiple undergrad course projects

(Further details available within portfolio on personal website)

 Collaborated closely with team members to utilize technologies both learned inside classroom setting and researched independently while ensuring course deadlines were met

Game Design and Creative Leadership GameJam participation

June 2020 – Present

 Delegating and overseeing team members when designing projects from scratch while ensuring that each part of the development process is carried out in a timely manner

Freelance Graphic Design and Video Editing

October 2018 – Present

Online commissions for various clients

 Working closely with patrons to ensure quality standards are met in final products while following creative guidelines / project parameters

Skills:

Computing languages, technologies, and frameworks: Assembly, Scheme, Python, Java, C, Dart, HTML/CSS/JS, SQL, R, C#, Linux, ASP.NET

Other proficiencies: Microsoft Office / Google Workspace applications, Autodesk Maya / Blender modeling, Sony Vegas video editing, Photoshop equivalent programs, graphic design / art, written and verbal communication skills, leadership and teamwork abilities