SHANE STEVENS - Software Engineer

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Summary

Detail-oriented Software Engineer with a B.S. in Computer Science and professional experience delivering full-stack web applications using React, Node.js, and AWS in agile enterprise environments. At Raytheon Technologies, contributed to mission-critical tools and CI/CD pipelines, while closely collaborating with end users to enhance usability and functionality. Strong foundation in JavaScript, REST APIs, and cloud infrastructure, with a proven ability to debug complex systems and ship clean, scalable code. Focused on crafting responsive front ends and efficient back ends that drive business value.

Education

Worcester Polytechnic Institute   March 2023

Bachelor of Science in Computer Science

Technical Skills

Programming Languages: Javascript, HTML/CSS, C/C++, Python, Java, C#, SQL

Software & Tools: AWS, React, Git/Github, Node.js, Express, Mongo, Vue, Vite

Skills: Full Stack Development, AWS Cloud Practitioner Certification, CI/CD, Agile Development, SCRUM, Communication, Leadership, Problem Solving, Test Driven Development, Object-oriented Programming, UI/UX,

Experience/Projects

Software Engineer - RTX Pratt & Whitney   *Oct 2023 – April 2024*

- Developed and optimized product analysis software for jet engine components, leveraging AWS cloud infrastructure to enhance data processing efficiency.
- Utilized Vue.js to create responsive and user-friendly front-end interfaces, ensuring seamless interaction and streamlined workflows for end users.
- Collaborated closely with end users to gather requirements and provide ongoing support, improving software usability and functionality based on direct user feedback.

Software Engineer - RTX Raytheon Missile Defense   *June 2023 – Oct 2023*

- Software Engineer at Raytheon Missile Defense, worked on in-house tools and CI/CD for 6 months, and then transferred to a new SCRUM team with Pratt & Whitney.
- Debugged and resolved complex technical issues in existing software systems
- Collaborated with product managers to define project requirements and scope of work
- Worked on deployment strategies and continuous integration/delivery pipelines

Senior Capstone Project: Autonomous Ocean Cleaning Robot - WPI   *Aug 2022 – May 2023*

- Designed and developed a multi-sensor autonomous marine vehicle to remove plastic from ocean hot spots
- Working in a team of 5 Mechanical Engineers and 3 Computer Science students to fully design and implement a 5ft by 5ft marine robot
- Implemented computer vision to identify floating trash and a navigation algorithm to collect it

Other Professional Experience

Navigators EDGE Corps - Storrs, CT   April 2024 - Current

Web Developer & Consultant - WPI, Worcester, MA   *Oct 2021 – May 2023*

Exam Proctor - WPI, Worcester, MA   *Jan 2019 – May 2023*

ACTIVITIES

Christian Bible Fellowship: Leadership Team and Treasurer

    - Planning and Leading Events, Leading Weekly Meetings, Managing Budget, Handling Conflict

Ludum Dare: Competed in over ten 72-hour programming competitions (2017 – Current)