SHANE STEVENS

Software Engineer

128 Birch St, Willimantic CT

shanestevenz@gmail.com   603-275-3488

WEBSITES AND SOCIAL LINKS

Personal Website: www.shane-stevens.com

SUMMARY

Software Engineer specializing in full-stack web applications and cloud-based internal tools, with professional experience building and supporting production systems at RTX (Raytheon Technologies – Pratt & Whitney). Experienced in React, Vue, Node.js, and AWS, with a strong focus on CI/CD pipelines, system reliability, and performance. Known for translating user and business requirements into scalable, maintainable software solutions used by engineering teams.

EXPERIENCE

Software Engineer, RTX Pratt & Whitney ·············· Sep 2023 — Mar 2024

Hartford,CT

- Developed and enhanced AWS-hosted product analysis tools used by engineering teams to evaluate jet engine components, improving data processing efficiency and reducing manual analysis workflows.
- Built responsive front-end interfaces using Vue.js to support complex engineering data visualization and user interaction.
- Collaborated directly with end users to gather requirements, troubleshoot issues, and iterate on features, resulting in improved usability and adoption of internal tools.

Software Engineer, RTX Raytheon Missile Defense ·············· May 2023 — Sep 2023

Woburn, MA

- Built and supported Python-based internal tools used by engineering teams for automation and workflow support
- Contributed to CI/CD pipelines, including build, test, and deployment automation in an enterprise environment
- Debugged pipeline and application issues to improve reliability and developer efficiency
- Demoed and rolled out new tooling to internal teams, supporting adoption and standardization

Web Developer & Consultant, WPI ·············· Sep 2021 — Apr 2023

Worcester, MA

- Developed and maintained responsive websites for local businesses and stakeholders
- Translated client requirements into functional front-end solutions using modern web technologies
- Provided ongoing site support, updates, and technical consultation

Campus Ministry Intern, The Navigators ·············· Apr 2024

Storrs, CT

- Led student leadership development initiatives, mentoring individuals through one-on-one coaching and small group facilitation

- Organized and executed campus events, workshops, and outreach programs to increase student engagement and community involvement
- Built partnerships with campus organizations and local churches while managing fundraising and donor relationships

EDUCATION

Worcester Polytechnic Institute 2019 — 2023
Bachelor of Science, Computer Science Worcester, MA

SKILLS

Full Stack Development	AWS Cloud Practitioner Certification
Cloud Computing, Serverless Architecture	CI/CD, DevOps
Agile and SCRUM	Test Driven Development
UI/UX	Docker, Linux, Git
React, VUE, Node.js	Javascript, Python, C++

PROJECTS

Senior Capstone Project – Autonomous Ocean Cleaning Robot | Aug 2022 – May 2023
- Designed and implemented an autonomous marine robotics system using ROS (Robot Operating System) with C++ and Python, integrating perception, navigation, and control subsystems
- Developed computer vision pipelines for object detection and classification of floating debris, enabling real-time environmental perception
- Implemented autonomous navigation and path-planning algorithms to optimize debris collection routes based on sensor input and environmental constraints
- Integrated multi-sensor data (vision, GPS, IMU) within a ROS-based architecture to support real-time decision-making and motion control
- Collaborated within a multidisciplinary engineering team to design, test, and deploy a fully functional autonomous robotic platform

Versepacks.com – Printable Flashcards for bible verses | April 2025
- Designed and built a full-stack web application for generating and printing customizable flash cards, leveraging Vue.js for a responsive, interactive front end
- Implemented a serverless backend architecture on AWS, using managed services and RESTful APIs to handle content generation, processing, and print-ready output
- Developed and integrated API-driven workflows to dynamically generate flash card data and layouts based on user input
- Architected the application for scalability, low operational overhead, and high availability using cloud-native design principles