

Phillip Steeves

Victoria, British Columbia

[linkedin.com/in/phillip-steeves/](https://www.linkedin.com/in/phillip-steeves/) • phillipsteeves.com

Education

Bachelor of Software Engineering - University of Victoria
3rd Year

Sept 2021 - Present

Relevant Coursework:

- *SENG 475 Advanced Programming Techniques for Robust Efficient Computing*
 - *ECE 470 Artificial Intelligence*
 - *CSC 360 Operating Systems*
 - *ECE 360 Control Theory and Systems I*
 - *SENG 275 Software Testing*
 - *CSC 225/226 Data Structures and Algorithms I/II*
 - *SENG 265 Software Development Methods*
 - *ECE 255 Introduction to Computer Architecture*
-

Technical Skills

- Operating Systems: Experienced on MacOS, Windows, and various linux distros. Experienced with android development/testing
 - Programming Languages: Proficient in C/C++, Java, and Python, some experience with R
 - Web Development: Intermediate HTML/CSS
 - Testing frameworks: Selenium, Appium, Robot Framework, JUnit
 - Version Control: Highly skilled in Git for version control through work and personal projects
 - Scripting and Operating Systems: Strong foundation in Bash scripting and UNIX
 - Low-level Programming: Demonstrated expertise in ARM Assembly and hardware-software integration
 - Python Packages: numpy, matplotlib, pandas, pygame, scipy, asyncio, tensorflow, pytorch
 - CI/CD: Experienced with JetBrains Teamcity
 - Programs: Microsoft Suite, VSCode, intellij, Teamcity, Microsoft Azure, vim, docker
-

Core Competencies

- Teamwork: Experienced as a member of the University of Victoria men's field hockey team, Team Alberta, and Maroons Field Hockey Club
- Leadership: Led entrepreneurial club to victory in a Shark-Tank style competition; achieved Chief Scout in 2018
- Time Management: Balanced high school and university course load through various methods to stay on top of work
- Self-Motivation: Completed self-driven projects, including organizing a Yellow Fish Road stormwater protection campaign in Calgary

Work Experience

SMART Technologies, Calgary

Developer Intern

January 2023 - August 2023

- Worked as an automated test developer, using python and robot framework to improve reputability and reduce testing time for new releases on android based OS
- Was the first intern at the company to win the “Star Tester” award for my efforts testing for an initial release of a new product, where I found several severe bugs, delaying deployment of over 3000 units.
- Logged 87 bugs, and over 40 were considered severe enough to delay release.
- Developed a custom test suite to verify external device connections to SMART Boards saving the testing team 8-12 hours weekly of manual testing. Specific accomplishments include:
 - Used python and robotframework to implement tests verifying audio, video, USB passthrough, and touch to the selected input device.
 - Used RS-232 controlled solenoids and relays to verify real touch on the panel
 - Implemented a server-client architecture enabling integration with Robot Framework and nightly test suites for comprehensive testing of various input types and connected devices.
- Tech Stack: Android, Git, Python, Java, Robot Framework, Debian Linux, Bash, Microsoft Azure, Teamcity, Selenium, Appium, Splunk, Confluence, MS Teams

Big Rock Brewery, Calgary

Variety Packer Operator

April 2022 - August 2022

- Led a team to pack canned beverages through the use of a C-3 Cartoner
- Problem solved running the machine to ensure smooth operation to load and palletize over ten thousand packages each day.

Projects

- **AUVic Software Team** September 2023 - Present
 - Helped design tests for several sensors and modules used to control the submarine
 - Refactored existing work to function on updated software
 - Working with computer vision software to direct the submarine through gates
 - Worked to develop a simulator system allowing for the software team to test without waiting on electrical/mechanical
 - Tech stack: ROS2, Python3, Ubuntu linux
 - <https://github.com/aidanschneider0/kraken>
- **Computational Fluid Dynamics Simulator** June 2024
 - Worked to develop a barebones fluid simulator in python
 - Planned to expand to include C++ as well as custom shapes in the future, focused on performance and concurrency based programming
 - https://github.com/phillipjws/lbm_cfd_solver
- **UVEC Hackathon** November 2023
 - Designed an online multiplayer game in a team of 4
 - Used existing python libraries to design and develop a maze game
 - Tech stack: Python3, pygame
 - <https://github.com/phillipjws/UVEC-2023>