Michael Stepzinski

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Education

B.S. Computer Science and Engineering, University of Nevada, Reno (Expected May 2022)

Accolades

• GPA: 3.908   • Presidential and Millennium Scholarships • Dean's List (7/7 Semesters)

Experience

Peer Mentor and Tutor   **TRiO Program | University of Nevada, Reno**
August 2021 – December 2021

- Mentored freshmen and sophomore first-generation college students across engineering disciplines on success in higher education
- Tutored freshmen first-generation college students across STEM disciplines in calculus, physics, and computer science
- Hosted an *Introduction to Programming in Python* seminar to engage first generation students across college majors with skill-building opportunities

Summer Research Assistant   **University of Nevada, Las Vegas**
June 2021 – November 2021

- Participated in an NSF REU project focused on autonomously assessing vehicle accident sites
- Analyzed research papers in machine learning, computer vision, and robot localization to gather ideas on how to achieve project goals
- Utilized machine learning and object detection methods to build a working camera-based model

Website Builder Intern   **StartUpNV | Reno, NV**
January 2021 – May 2021

- Migrated website using WordPress to improve responsiveness and reliability of site features
- Redesigned site elements to better cater to potential clients
- Determined feasibility of projects with supervisors to utilize time effectively

Cybersecurity Research Intern   **University of Nevada, Reno**
June 2020 – November 2020

- Composed a research paper, *Cybersecurity Analysis in Dedicated Short-Range Communications in Vehicular Networks*, to analyze protocol vulnerabilities
- Understood novel solutions and current practices within the DSRC protocol by analyzing research papers, IEEE standards, and SAE standards
- Published and presented work at IEEE UEMCON winning a *Best Paper* award

Skills

C, C++, C#, Python, MATLAB, Java, HTML, CSS, JavaScript, ARM Assembly, Git

Machine Learning, Embedded Systems using Arduino and Raspberry Pi platforms

Game and simulation development using Unity and Unreal Engine