

Stew Esho

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Education

University of Toronto BSc. Candidate
Computer Science Major, Mathematics Minor · **3.58 GPA**

September 2017 - June 2022
(projected)

Experience

Software Developer Ford Motor Company of Canada

June 2021- August 2021

- Developed software to run on Mustang Mach-E and F-150 Lightning electric vehicles
- Co-created C++, Python library to improve KPIs by moving services out of frontend
- Designed library as high-speed wrapper around MQTT pub/sub network message protocol
- Wrote Python scripts to automate C++ code generation
- Refactored codebase using TDD and SOLID principles

Software Developer, Gameplay Uken Games

May 2020 - April 2021

- Worked as a C#, Unity developer on mobile games “Jeopardy! Words” and “Ava’s Manor”
- Deployed features and fixes for products that reached millions of users daily
- Made codebase easier to unit test by implementing “dependency injection” design pattern
- Created new in-game powerups to drive revenue growth through microtransactions
- Integrated social media features to improve daily active users (DAU) by about 10%

Web Developer Red Piston Inc.

June 2019 - August 2019

- Coded custom WordPress plugins and themes from scratch using PHP and Javascript
- Created WordPress site from ground-up for local business, updating to fit client’s needs
- Developed custom backend APIs and sites with Laravel, PHP
- Maintained websites for clients with thousands of monthly visitors, such as Lowe’s Canada

Research Assistant University of Toronto

May 2018 - August 2018

- Built “Reflect, Refract, Escape”, a STEM educational game about light optics, with Unity
- Designed, prototyped, developed, completed, and presented game within 4 months
- Conducted playtests with about 25 high school students in order to gain user feedback
- Analyzed data and authored report on optimal educational game design elements
- Educators requested to use final product in their high-school classrooms

Co-Founder, Developer WolfTech Games

December 2013 - October 2020

- Founded indie game development studio with fellow students
- Created “Slymes”, an online multiplayer game, in about 8 months
- Successfully passing Steam Greenlight, “Slymes” was published on Steam in 2016
- “Slymes” received positive reviews, including by a player with over 10,000 in-game hours
- Redeveloped networking code to reduce latency as part of a major update