

STEFAN ANGELEVSKI
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EDUCATION

Brown University

Providence, RI, USA 05/2012

B.Sc. Computer Engineering

Recent relevant courses: [CS032] *Software Engineering* [EN164] *Design of Computing Systems*
[EN190] *Frameworks of Entrepreneurship* [CS167] *Operating Systems*
[CS176] *Multiprocessor Synchronization* [CS166] *Computer System Security*

Li Po Chun United World College of Hong Kong

SAR Hong Kong 09/2006 - 05/2008

International Baccalaureate (IB) diploma

SKILLS

Programming Languages: Java (4 years), C/C++ (3 years), Scheme (4 years), OCaml (4 years), Verilog (2 years)

Relevant computer experience: MatLab, AutoCad, Maple, Mathematica, Logisim, XML, HTML

Languages: Macedonian (native), English (Excellent), German (basic), Serbian/Croatian/Bosnian (fluent)

RELEVANT WORKING EXPERIENCE

SDE - Software Development Engineer (Microsoft)

starting 09/2012

- Designing, implementing and testing various Microsoft products, such as Microsoft Surface and Kinect
- Developing software support for the new hardware

Research assistant (Prof. Sherief Reda, Brown University)

06/2011 - present

- Designed and implemented a multi-level power microheater system on a FPGA board and performed power consumption analysis using infrared imaging
- Developed a system to analyse the power consumption of Intel's Single-Chip Cloud Computer (SCC) and optimize the performance of the 48 cores

Teaching assistant (Department of Computer Science, Brown University)

CS0170 (Computer Science: An Integrated Introduction – Part 1)

Professor Claire Mathieu (160/70 students)

Fall 2011/2010

Professor Amy Greenwald (60 students)

Fall 2009

CS0180 (Computer Science: An Integrated Introduction – Part 2)

Professor Ugur Cetintemel (60 students)

Spring 2011

Professor Amy Greenwald (40 students)

Spring 2010

PROJECTS

TellNWin (The Open Fund)

Athens, Greece 04-07/2011

Developed a business plan and prototyped a mobile phone application to create a group rewards programme for small businesses that uses Bump Technologies. The project was done in collaboration with two other engineers and was one out of three finalists in the start-up accelerator program The Open Fund (www.theopenfund.org).

Toorld (Zynga Hidden Agenda)

Providence, RI, USA 02/2011

Created an online social game in 10 days, with another software developer, without any previous knowledge of jQuery and MongoDB.

Defense of The Campus (final project for CS32)

Providence, RI, USA 01-05/2010

Designed and implemented a multiplayer RTS computer game, using QT and SFML libraries, in collaboration with three software engineers. Was in charge of the communication protocol between the server and the clients, the client side logic and the GUI design. The game is similar to DotA and LoL, but focused on Brown University.

United World Colleges, Macedonian National Committee

Skopje, Macedonia 08/2010 - present

President and Founder of the National Committee, organized and led selection of Macedonian scholarship recipients. Raised over \$100,000 in scholarships for students to attend international schools abroad.

Roboteka (summer camp)

Bitola, Macedonia 06 - 07/2009

Taught kids (10-16 years old) programming in Java using Alice, and robotics using the Lego Mindstorms robots.

Interests: creating documentary films, soccer, guitar