Brenden Brusberg

bbrusber@stevens.edu | 973-668-8827
4 Cherry Tree Lane, Sparta, NJ, 07871
Box S-309, 1 Castle Point on Hudson, Hoboken NJ, 07030
Website: brendenbrusberg.com **LinkedIn:** /in/BrendenBrusberg **Github:** /brusberg

OBJECTIVE: To secure a summer co-op relating to computer science

EDUCATION:

Stevens Institute of Technology, Hoboken, NJ
Bachelor of Science in Computer Science — Expected May 2022
GPA: 3.66; **Honors**: Dean's List

Coursework:
Intro to Computer Science Honors I and II, Into to Web Programming, Calculus of Two Variables, Probability and Statistics, Discrete Structures, Writing And Communications Colloquium, CAL Colloquium, Physics Mechanics, Physics Electricity and Magnetism

SKILLS:

Software/Tools: Linux, Emacs, Microsoft Visual Studio, Eclipse IDE, LAMP Stack, Git, OpenGL
Languages: C++, Java, HTML, Javascript

WORK EXPERIENCE:

Omni Systems Associates, Sparta, NJ
Programmer — 12/16-6/17

- Created automated system to control and monitor a green house
- Used Arduino boards with sensors to access greenhouse through Wi-Fi
- C and C++ development for an IT firm

Sparta HighSchool IT Department, Sparta, NJ — 9/15-12/16
Intern

- Resolving IT tickets placed by teachers, maintenance on school systems
- Reserved time during and after school day to preform duties
- Defining the problem and documenting the full process

ACCOMPLISHMENTS: Eagle Scout, Order of the Arrow

PROJECTS:

Arduino and Raspberry

- Used sensors to detect temperature, humidity, and light
- Hosting servers, interaction with boards through online (monitoring sensors)
- Hosting my own website and server/cloud storage

Graphics Programming used to Model Neuroevolutionary Topologies

- In interest of recreating the NEAT algorithm through hands on video game
- Visual representation on how machine learning is similar evolving mathematical topologies
- Using OpenGL to access video memory for better graphical performance
- Using neural networks to model an A.I for a game, which would adapt to the player

Prosthetic Arm

- Project with friend to model and design of a prosthetic hand and wrist
- 3D printed and fabricated with wires and hinges to be functional
- Was designed for a family friend of my partner whose hand did not fully develop and to greatly reduce the cost of a prosthetic limb, that can be resized and printed as the child grows

U.S. Citizen
Available to Work: May 2018 – August 2018