Brendan Michael Sullivan

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Education:

University of Wisconsin-Madison | Madison, WI   *August 2022 – Present*

Candidate for Bachelor of Science in Computer Science   Expected Graduation, *May 2026*

Candidate for Certificate in Game Design   Expected Receival, *May 2026*

Skills:

Programming: C++, C#, C, Java, JavaScript, Lua, Go, Python, HTML, CSS, React
Software: Photoshop, Premiere Pro, Excel, Blender, Maya, Rhino, Unity
Communications: Presentations, Customer Service
Languages: English (native), Spanish (basic)

Experience:

J.H. Findorff & Son | Madison, WI   *May 2025 – December 2025*
IT Co-op
- Provided help desk and technical support for hardware, applications, and network issues in a production environment.
- Configured, imaged, and deployed laptops, workstations, and mobile devices using standardized processes.
- Diagnosed system issues emphasizing reproducibility, documentation, and user impact.

District 156 McHenry High School | McHenry, IL   *May 2024 – August 2024*
Summer IT Worker
- Assessed and repaired Chromebooks, ensure functionality, resolving software/hardware issues
- Delivered technical support to students and faculty in a fast-paced environment.
- Collaborated with team members to troubleshoot and resolve various issues.

Projects:

Crash Test Harness | C++   *November 2025 – December 2025*
- Built a program that uses fuzzed and mutated inputs to test software crash resistance and boundary handling.
- Validated error handling by logging crash cases, rejected inputs, and strengthened execution paths.
- Designed a stack-based calling convention supporting functions, local variables, and control flow.

Mini C Compiler | C++   *September 2025 – November 2025*
- Implemented a compiler translating a subset of C into x86-64 assembly.
- Designed a stack-based calling convention supporting functions, local variables, and control flow.
- Emphasized correctness, memory layout, and structured code generation.

I Used to Watch This? | RetroTV.fun   *January 2025*

- Led the end-to-end development of a frame based interactive retro TV show experience, incorporating nostalgic elements and user engagement features.
- Coordinated with clients to meet their needs and make changes within deadlines.

Clubs:

Badger Volunteers | Madison, WI   *January 2023 – Present*
- Communicate and have conversations with non-native English speakers to help them better understand the language.

Engineers Without Borders | Madison, WI   *February 2024 – Present*
- Help design and develop solar panels for unprivileged schools in Puerto Rico
- Set up fundraising and come up with ideas to fund the club and project.