

# Brendan Michael Sullivan

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## **Education:**

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<b>University of Wisconsin-Madison   Madison, WI</b>	<i>August 2022 – Present</i>
Candidate for Bachelor of Science in Computer Science	Expected Graduation, <i>May 2026</i>
Candidate for Certificate in Game Design	Expected Receiptal, <i>May 2026</i>

## **Skills:**

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**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:**

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<b>J.H. Findorff &amp; Son   Madison, WI</b>	<i>May 2025 – December 2025</i>
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.

<b>District 156 McHenry High School   McHenry, IL</b>	<i>May 2024 – August 2024</i>
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:**

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<b>Crash Test Harness   C++</b>	<i>November 2025 – December 2025</i>
• 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.

<b>Mini C Compiler   C++</b>	<i>September 2025 – November 2025</i>
• 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**

- 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:**

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<b>Badger Volunteers   Madison, WI</b>	<i>January 2023 – Present</i>
• Communicate and have conversations with non-native English speakers to help them better understand the language.	

<b>Engineers Without Borders   Madison, WI</b>	<i>February 2024 – Present</i>
• 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.