

Rex Stayer-Suprick

5017 Blackstock Rd, Sheboygan, WI 53083 – (920)207-5753 – rstayers.github.io – rstayers@ndu

Education

University of Notre Dame

B.S, Computer Science

Notre Dame, IN

Fall 2021 – May 2025

- GPA: 3.83
- Study Abroad - College of St. Andrews in Scotland, Fall 2023
- Found, lead, and coordinate the layout and graphic design for campus art magazine - **SPARE**.

University of Notre Dame

M.S, Computer Science

Notre Dame, IN

Fall 2025 – May 2026

Professional Experience

Rockwell Automation

Software Engineer and Architect, Intern

Milwaukee, WI

Summer 2024

- Develop a **mobile application**'s front and back-end codebase from scratch with .NET, **XAML**, and **C#** to communicate with proprietary ethernet devices over industrial transport protocols.
- Leverage **.NET** resources and **full-stack development** to create modular and robust back-end solutions.
- Communicate with scrum and **DevOps** teams to produce software and manage requirements with **Agile** methods.
- Lead a pitch to product managers, resulting in a **funded project** to be showcased at Automation Fair 2024.

Rockwell Automation

Firmware Engineer, Intern

Milwaukee, WI

Summer 2023

- Design and construct a machine to automate testing of motor protection equipment using **Python**, **C**, and **AI** architectures.
- Collaborate with large **scrum teams** to solve hardware and software anomalies with sprint Agile workflows.
- Utilize **Python** to create and analyze **firmware** ensuring safety and responsiveness of new products.

Johnsonville Sausage

Controls and Software Engineer, Intern

Sheboygan, WI

Summer 2021 - Summer 2022

- Deploy software to provide added **security** and **safety** to manufacturing facility and equipment.
- Combine **SQL** databases with machine data using **Python** to improve machine uptime by **10%**.
- Centralize machine and **assembly** code with engineers across the organization for increased **security**.
- Integrate **SAP** with USDA API certifications processes and process order management, using **C++** and **Java**.

Kindred Games

Texture Artist and 2D Illustrator, Part-time

Seattle, WA (Remote)

Summer 2021 – Spring 2024

- Create 2D vector graphics for a commercial video game that raised **\$80,000** through crowd funding.
- Collaborate with a team of 6 members across the globe to contribute to the development of a successful video game.

Academic Projects

Pub-Sub Back-end in Python | Course: Distributed Systems

- Constructed a robust, tolerance message broker using custom publication subscribe architecture in **Python**.
- Utilized pub-sub principles to scale system to **10,000 messages/sec**.

Machine Learning for Algorithm Selection | Course: Artificial Intelligence

- Created 4 machine learning models to solve the Algorithm Selection Problem using **PyTorch** and **TensorFlow**.
- Investigated and analyzed neural networks and their applications to machine learning.

Machine Learning for CycleGAN Image Mapping | Course: Machine Learning

- Design a Machine Learning model to map images from one domain to another in **Python**.
- Understand **CycleGAN** and Adversarial Network architectures using **Scikit Learn** and **PyTorch**.

Django Web Application | Course: Algorithms Design & Analysis

- Lead a small group of students to develop a feature complete web application with **Django** frameworks.
- Leveraged **Python**, **JavaScript**, and **HTML** to construct appealing backend and frontend software solutions.

Data Analysis of World Happiness | Course: Programming Paradigms

- Scraped world happiness data from the Internet with **Python** and **web APIs**, and displayed correlation data with **Python**.

Additional

Hobbies: Develop video games in C# with my programming and graphic skills, with the goal of solo developing and releasing a game in the future. Work with local food bank for 5 years to relieve food insecurity in local area. Reading, Wake Boarding, Hiking, and spending time with my family and friends.