

Rex Stayer-Suprick

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Professional Experience

Rockwell Automation

Firmware Engineer, Intern

Milwaukee, WI

Summer 2023

- Design and construct a machine to automate integration testing of leading-edge motor protection equipment using Python, C and Hard Integration Testing architectures.
- Collaborate with development teams to solve hardware and software anomalies with Agile workflow.
- Utilize Python to create firmware for hardware, ensuring accuracy and responsiveness of the product.

Johnsonville Sausage

Controls and Software Engineer, Intern

Sheboygan, WI

Summer 2022

- Develop software to provide added efficiency and safety to manufacturing facility and equipment.
- Combine SQL databases and machine data with automation using Python optimizing machine uptime.
- Centralize code architecture with engineers across the organization to create long-lasting solutions.

Johnsonville Sausage

SAP Systems Integration, Intern

Sheboygan, WI

Summer 2021

- Integrate SAP with USDA certifications processes and process order management, using C and Java.
- Optimize methods of data management for manufacturing facilities with Java.

Kindred Games

Texture Artist and 2D Illustrator, Part-Time

Seattle, WA(Remote)

Summer 2021 – Present

- Create 2D vector graphics for a commercial video game that raised \$80,000 through crowd funding with Adobe Suite products.
- Collaborate with team members across the globe to create an enjoyable and successful video game.

Education

University of Notre Dame

Bachelor of Science, Computer Science

Notre Dame, IN

2021-Present

- Current GPA of 3.83
- Study Abroad - College of St. Andrews in Scotland, Fall 2023
- Help found, lead, and coordinate the layout and graphic design for the art magazine - SPARE

Projects

HTTP Client and Server in C | *University of Notre Dame*

- Implemented performant HTTP client and server in C.
- Leveraged concurrency and multithreading to handle batches of requests from numerous clients.

Pub-Sub System in Python | *University of St. Andrews*

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

Machine Learning for Algorithm Selection Problem | *University of St. Andrews*

- Created 4 machine learning models to tackle the Algorithm Selection Problem in Python.
- Investigated and analyzed neural networks and their applications to machine learning.

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