

Robert "Trey" Sturman

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<https://twofishsticks.github.io/>

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## Overview

I'm Robert Sturman, usually going by Trey. I'm a fresh graduate from the University of South Carolina, getting my Bachelor's in Computer Science with a minor in Mathematics in just 3 years. I'm highly motivated, pushing through even Covid to grab that degree. During my education, I've helped lead and develop multiple projects, both team-based and solo, from start to finish, as well as keeping my grades as high as possible to retain my scholarships.

Outside of work and school, I tinker around with additional projects, such as an Arcade Cabinet running on a Raspberry Pi, stay up to date on the newest videogames, and read a book or two. I've got my own website that changes semi-frequently, <https://twofishsticks.github.io/>, and I sometimes update it with anything new that's happening. Check it out!

## Skills

The following are a few of my skills, ranked in order of experience. With my set of skills, there's bound to be some I miss, but this should contain at least the majority of tech related buzzwords!

### **Fluent/High Knowledge**

Golang, Java, C++, GitHub, Windows, Computer Science, AI, Machine Learning, Software Design, CRUD programs, Test-driven development

### **Knowledgeable/Medium Knowledge**

C, Python, AWS, UNIX/LINUX, TensorFlow, PyTorch, Prolog, 3-D Modeling (such as Inventor Autodesk), SCRUM, Agile, Webhosting, Leadership, Team Player, Customer Service

## **Experienced/Some Knowledge**

R, Haskell, Assembly, Excel

### Major Projects

First off, my website, <https://twofishsticks.github.io/> , will stay much more up to date than this static resume! Please refer to it for any new projects that pop up! Also, follow my GitHub - <https://github.com/TwoFishsticks> , where you can find the actual code for these projects.

- **Capstone Project – GoMap**

- <https://sccapstone.github.io/BitCrunch/> (also made by me!)

I led my Capstone team through two semesters worth of designing, creating, testing, and hosting GoMap. GoMap is my idea, stemming primarily from some problems I saw during my internship at CCSD (see below). It's made to help technicians with little/no experience using console commands use console commands (such as ping) use it without explicitly using it. GoMap is designed to be hosted on an intranet (like a district's domain) and is made in Go. Lots of info about it can be found on the website above, or on the GitHub repo, which you can reach using the website!

- **Software Design Project – Console LinkedIn**

This was my very first team-project, and it holds a special place in my pinned GitHub repositories. In a group of four, we created essentially a console-only, dumbed down, LinkedIn copy. Users are able to sign in to different levels of account (student, teacher, employer, and administrator), either create or apply for positions, and update/see student's "resumes" that they create within the program.

The really fun part about this project was that our professor acted, in her words, "exactly how a customer would act" throughout the project. She threw in a few curveballs here and there, saying "actually, I want you to include X" occasionally, and when first presenting the project to the class, she asked the class to basically interview her for details on what she wanted (like a client!). An excellent experience, through and through.

- **Mobile Applications Final – DVD Screensaver**

This project was my first foray into mobile applications development without the help of a professor or an assignment guiding me through.

It's very rudimentary: create a canvas with a moving object (DVD logo), make the DVD logo "bounce" when it hits the edge of the screen, ask the background service to set the home/lock screens to that canvas, and make a simple UI for the app itself. However, that doesn't diminish how cool it is to make a phone app and load it up onto my personal phone (and have it work!). Again, very fun project, and got me learning about Kotlin and mobile applications.

And, of course, everything not included here is visible on my GitHub, or, if it's not a coding-specific project, such as making an Arcade Cabinet using a Raspberry Pi, it's on my website!

## Education

BA – Computer Science at University of South Carolina

Minor in Mathematics

2020-23 (Three years) – Graduated May 2023 – GPA 3.39

## Employment History

Charleston County School District – IT Intern – (May 2022 – Aug 2022)

As an IT intern, I was served the whole platter of IT day-to-day issues, from Managing server rooms (both physically and through the network), testing and wiring ethernet cables, setting computers onto their school's domain, exemplary customer service, setting up and fixing major events, probing the district's firewall for fallacies (and sometimes overprotection!); the list goes on and on!

I chose an IT position specifically to differentiate myself from other Computer Science students and graduates. I, like many other students, have experience making and creating software applications, both in a team environment and solo, but I'll wager not many have experience in how their application interacts with others in the field.

## References

- Robert Nardone – Senior Field Technician – Charleston County School District  
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- Tom Nawrocki - Executive Director of Information Technology –  
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