Robert "Trey" Sturman

North Charleston, SC, 29420

tssturman@gmail.com
https://twofishsticks.github.io/ - https://www.linkedin.com/in/trey-sturman/

Skills

Languages: Go, Java, C++, Python, Kotlin, Prolog, BASH, Assembly, R

Frameworks/Libraries: Gin, PyTorch, Gorgonia, Go Libraries, Angular

Testing Tools: Rod, Go Testing Library, J-unit, VirtualBox

Developer Tools: AWS Elastic Beanstalk, Git, GitHub, Unix, SCRUM, Android Studio, VSCode

Experience

Charleston County School District – IT Intern   (May 2022 – Aug 2022)
As an IT intern, I was not only exposed to how the software applications I've seen during my education are used on a day-to-day basis in the field (and how to fix them), but also was responsible for a few major fixes. I separated two schools from one subdomain, without taking out any coverage and without creating a loop, allowing summer programs to continue without any disruption and lowering IP traffic for both schools. I detected a bug in the firewall for Promethean boards, which when fixed let the boards properly update and connect to the internet.

Scientific Research Corporation – IT Support Technician (Sept. 2023 – Present) – Contract

Major Projects

All projects are available to view through my GitHub: https://github.com/Twofishsticks

Capstone Project – GoMap – (Aug 2022-May 2023)
https://sccapstone.github.io/BitCrunch/
I led my Capstone team through two semesters worth of designing, creating, testing, and webhosting. My idea, stemming primarily from some problems I saw during my internship at CCSD. It helps technicians with little/no experience using console commands use console commands. GoMap is designed to be hosted on an intranet and is made in Go, with a Gin framework.

Mobile Applications Final – DVD Screensaver – (April 2023)
First mobile applications development on my own. Just like the classic DVD screensaver, the app sets the background of the phone to the bouncing DVD. The app creates a canvas for the DVD logo to bounce on, asks the phone to set that background, and allows the user to customize how fast the logo moves. Created in Kotlin using Android Studio. Very fun project and is able to be released onto the Google Play store.

Education

University of South Carolina - Bachelors in Computer Science, Minor in Mathematics

Dean's List – 3 times   3.4 GPA (FINAL)   Aug 2020 - May 2023 (Graduated)