

Brenden Sullivan

500 Joseph C. Wilson Blvd. CPU Box 271613 Rochester, New York, 14627, United States
Cell: (608) 345-1945
brenden0814@gmail.com

Experience:

Epic Systems

Verona, Wisconsin, United States

May 2015 - Aug 2015

Software Development Intern

- Worked closely with another intern on a challenging project
- Integrated new third party technologies into Epic's MyChart app
- Designed and developed for iOS using Objective C

Skills & qualifications:

Object-Oriented Programming

Java - Significant implementation experience for class projects

C++ - Familiar with concepts, minor implementation experience

Web Development

JavaScript, Python, C#, SQL, HTML/CSS – A few class assignments/projects in these

Mobile Development

Objective C - Significant experience in implementation and mobile design concepts.

Education:

University of Rochester

B.S. Computer Science

Sep 2013 - May 2017

Rochester, New York, United States

GPA: 3.8 (out of 4.0)

Relevant Courses:

CSC 172: Data Structures – Spring 2014

- Cool Project: Graph algorithms using the streets of Rochester

CSC 210: Principles of Web Application Development - Fall 2015

- Cool Project: Simple online multiplayer space shooter

CSC 282: Design and Analysis of Efficient Algorithms - Fall 2015

Points of Interest:

I am one of the only developers to have worked with the Microsoft Band at industry scale.

I play (probably too much) Dota 2 and Rocket League.

I also enjoy playing squash and trombone.