




Brian Sostek

 briansostek.github.io

 briansostek

 brian-sostek

 (610) 674-7847

EDUCATION

August 2019 - April 2023

University of Pittsburgh | Honors College | School of Computing & Information

Summa Cum Laude, B.S. in Computer Science, GPA: 3.93

Relevant Coursework: Human Computer Interaction, Database Management Systems, Web Programming, Software Quality Assurance, Data Science, Operating Systems, Systems Software, Formal Methods, Algorithms 1 & 2, Computer Organization, Data Structures, Java Programming, Linear Algebra, Calculus II, Discrete Math, Physics 1 & 2, Statistics, Macro and Microeconomics

EXPERIENCE

August 2023-present / Intern May 2022- August 2022, Madison, WI

Software Developer, Epic Systems

- Created help-tip bubbles to direct GI physicians to time-saving features at appropriate times based on the user's behavior
- Project went through multiple stages of rigorous code checks and quality assurance testing

August 2021-January 2023, Pittsburgh, PA

Undergraduate Teaching Assistant, University of Pittsburgh

- Data structures and algorithms and Intermediate Java programming courses for undergraduate students
- Host weekly lab sessions and frequent office hours to assist students on their lab assignments and projects

June 2021-August 2021, Yokneam Illit, Israel

Software Engineering Intern, Serenno Medical

- Coded an event log for Serenno's flagship Sentinel urine output monitoring device in C++
- Researched and chose a framework for the software team's unit testing environment
- Experience working in a startup setting, with six full time employees

SKILLS

Coding Languages/Frameworks:

Java, C++, Python, HTML, CSS, JavaScript, Typescript, C#, P5.js, React

Programs:

Excel, Photoshop, Illustrator

AWARDS/CERTIFICATIONS

1st Place Overall - SteelHacks Hackathon

February 13, 2020 Pittsburgh, PA

FreeCodeCamp - Full Stack Web Certification

June-August 2018 freecodecamp.com

PROJECTS (<https://briansostek.github.io/projects>)

- **"Self driving car"** *June 11, 2022*
 - Simulation of a car using machine learning and neural network to determine an algorithm to avoid other obstacles
- **"Yourdle"** *March 6, 2022*
 - Recreated the game "Wordle," but the user gets to decide the solution as a word of any length. Used a dictionary API to verify word inputs and React for the UI.
- **"Country Comparison Game"** *March 16, 2021*
 - Created a game using a Rest API to teach about the population and area of every country
- **"Mad Cupid Games"** *February 13, 2020*
 - Collaborated on a Valentine's Day themed website containing several games in Unity and JS

ACTIVITIES

- **Computer Science Club**, Mentor, *University of Pittsburgh*
- **Sigma Alpha Mu**, Brotherhood Chair, Jewish Affairs Chair, *University of Pittsburgh*
- **Hillel**, Campus Engagement Intern, *University of Pittsburgh*
- **Pitt Jazz Ensemble**, Tenor Saxophone, *University of Pittsburgh*