Brian Sostek

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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 (Full Time) + May 2022- August 2022 (Intern), Verona, WI
Software Developer, Epic Systems
- Added ability for gastroenterologists to quickly caption endoscopy images
- Developed a control for doctors to document diagnoses made during endoscopy procedures that assists coders and billers to drop appropriate charges using modern frameworks like React
- Used a large language model to automatically tag adenoma detection rate (the standard metric used to determine a doctor's efficiency in discovering pre-cancerous findings) from a pathologist's report

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++
- Experience working in a startup setting, with six full time employees

SKILLS

Coding Languages/Frameworks:
Java, C++, Python, HTML, SQL, JavaScript, CSS, Typescript, C#, P5.js, React, LLM
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://bsostek.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*