Colby Sullivan

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EDUCATION

Southwestern University   Georgetown, TX
Bachelor of Arts in Computer Science (Expected graduation May 2024)   *Aug. 2020 – May 2024*

EXPERIENCE

Junior Security Analyst   June 2023 – Aug. 2023
Solis Security   *Austin, TX*
- Create and manage a Git repository using Microsoft Azure that housed Python scripts that were used to display security data to clients
- Perform daily client security checks using various Enterprise Cybersecurity platforms.
- Prepare security assessment reports for over 100 clients.

Information Technology Support Specialist   Aug. 2022 – Present
Southwestern University   *Georgetown, TX*
- Communicate with managers to set up computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty, and staff
- Maintain computer infrastructures of the university and assist new users with hardware and software issues

Information Technology Intern   May 2022 – Aug. 2022
Southwestern University   *Georgetown, TX*
- Work onsite with system admins to setup and maintain existing network infrastructure
- Perform daily maintenance checks and assist with training new hires
- Monitor and resolve incoming technical issues

Warehouse Technician   May 2020 – Aug. 2020
Cobb Tuning   *Austin, TX*
- Helped in updating and maintaining inventory records.
- Loaded and unloaded shipment trucks with forklift or other tools.
- Fulfilled orders and maintained a clean workstation.

PROJECTS

Dodge Danny Platformer (SOURCE) | *C#, Godot, Git*   Oct. 2023 – Present
- Currently developing a platforming game that utilizes the open source game engine Godot

Starship (SOURCE) | *C++, Git, CMake*
- Galaga clone using the Raylib open source API wrapper
- Project utilizes a state machine system to simulate CPU opponents

Danny-Devito-Pong (SOURCE) | *C++, Git, CMake*
- Pong clone using the SFML open source API wrapper

Eat the Mushroom (SOURCE) | *C++, Git, CMake*
- Contributor to an open source multiplatform game that utilizes the Raylib API wrapper

TECHNICAL SKILLS

Languages: Java, C/C++, C#, Python, SQL, HTML
Developer Tools: Git, GitKraken, VS Code, Visual Studio, IntelliJ, Eclipse, Microsoft Azure
Libraries: pandas, Raylib, NumPy, Matplotlib, SFML, OpenGL