

COLBY SULLIVAN

Information Technology
Support Specialist

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🌐 [LinkedIn](#)

🐙 [GitHub](#)

EDUCATION

Bachelor of Arts
Computer Science
(graduation May 2024)

Southwestern University

📅 August 2020-Present

📍 Georgetown, TX

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

OBJECTIVE

Detailed oriented and future computer science graduate (May 2024) with proven history testing systems to improve software, computer, and information research for Southwestern University. Seeking a role to apply exceptional ability to switch between programming languages and frameworks as needed, while working quickly and independently.

WORK EXPERIENCE

Information Technology Support Specialist

Southwestern University

📅 Aug 2022 - current 📍 Georgetown, TX

- Maintain computer infrastructures of the university and assist new users with hardware and software issues
- Developed and enhanced product security systems, meeting 100% of client requirements
- Developed solutions for software/hardware compatibility

Junior Security Analyst

Solis Security

📅 Jun 2023 - Aug 2023 📍 Austin, TX

- Create and manage a Git repository using Microsoft Azure that housed Python scripts that were used to display
- Perform daily client security checks using various Enterprise Cybersecurity platforms
- Prepare security assessment reports for over 100 clients

Information Technology Intern

Southwestern University

📅 May 2022 – Aug 2022 📍 Georgetown, TX

- Work onsite with system admins to setup and maintain existing network infrastructure
- Analyzed diagnostic data to understand causes/correlations of network issues and presented results to internal staff
- Trained junior techs to manage tickets, diagnose common problems, and maintain workflows

Warehouse Technician

Cobb Tuning

📅 May 2020 – Aug 2020 📍 Austin, TX

May 2020 - Aug 2020 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

- Solo programmer for my team in the 48-hour ChilleNUM Game Jam ([SOURCE](#)) | C#, Git, Godot
- User friendly web-based optimized course scheduler for department chairs ([SOURCE](#)) | JavaScript, Git, Firebase, PHP
- Currently developing a pixel survival game that utilizes the open source game engine Godot ([SOURCE](#))
- Starship ([SOURCE](#)) | C++, Git, CMake
- Galaga clone using the Raylib open source API wrapper
- Danny-Devito-Pong ([SOURCE](#)) | C++, Git, CMake
- Contributor to an open source multiplatform game that utilizes the Raylib API wrapper ([SOURCE](#))