

Garrett Sundin

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gsundin.github.io
for more information

References: available upon request

Relevant Work Experience

Medtronic (Mounds View, MN)

(Software Engineer – 40 hours/week)

August 2019 – Present

- Working on the Pain Management team (implantable neurostim devices)
- Wrote firmware tests for THOR charging device (Python, Jenkins)
- Writing verification tests for Pump X (C++) and Pain RC (TCL)

Wells Fargo (Minneapolis, MN)

(Business Systems Consultant, Web Developer – 40 hours/week)

July 2017 – August 2019

- Developed fixes and features for internet bank software (Java)
- Developed the new system of maintenance for the VDIs, trained another team to use it
- Organized users and managed privileges to test/dev/prod servers
- Provided technical support as SME for those experiencing VDI issues

Punch Through Design (Minneapolis, MN)

(Software/Firmware/Web Engineering Intern – 20-40 hours/week)

May 2016 – July 2017

- Developed firmware with team for popSLATE 2 (written in C and Python)
- Wrote tutorials, guides, and projects for the LightBlue Bean (Arduino and BLE profiles)
- Modified company website to fix bugs (Github, Heroku, AWS)
- Improved shipping fulfillment process (Shopify API, Liquid)

Education

University of Minnesota, Twin Cities:
Computer Science with Psychology Minor (graduated May 2017)

Miscellaneous Projects

- Fnid – Written with JS on top of chrome. Public Github. (search plugin for Chrome that accounts for spelling errors)
- CoffeeBot – Written in Python on Raspberry Pi. (SMS- and email-enabled IoT coffee maker)
- MacBot – Made with api.ai and other APIs. (conversational AI with Slack and FB Messenger integration)
- Pumpkin Notifire – Written in Arduino for LightBlue Bean. (ANCS-connected fire-breathing jack-o-lantern)
- Fakey Makey, an inexpensive version of Makey Makey. (made with some resistors and an Arduino UNO clone)
- Spit It Out! – a card game adapted for Android. (available on the Google Play Store)
- Light Pollution – a computer game coded in Unity (C#) for a game jam. (available on Itch.io)
- Visit my website for more projects and details! (link in upper right corner of this resume)

Leadership and Volunteering

Institute of Electrical and Electronics Engineers (IEEE), UMN Student Branch

(Board Member: Technology Administrator)

May 2016 – May 2017

- Leading technical projects to augment IEEE members' lounge
- Planning large events such as the IEEE banquet and LAN parties for 200+ people
- Managing IEEE-UMN website (Wordpress) and workstations in the room

University on the Prairie, UMN STEM Outreach

(Assistant Professor)

August 2016

- 3-day course teaching circuit design and engineering principles to kids from grades 7-12