Garrett Sundin

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References: available upon request

Relevant Work Experience

Medtronic (Mounds View, MN)   August 2019 – Present
(Software Engineer II – 40 hours/week)

- Manage scheduled app releases using CI/CD software
- Managing development of internal XML file translation tool (Python, shell scripting)
- Feature development for legacy cardiac implants on SmartSync team (XML, C#)
- Wrote firmware tests for pain management devices (Python, TCL, Jenkins)

Wells Fargo (Minneapolis, MN)   July 2017 – August 2019
(Business Systems Consultant, Web Developer – 40 hours/week)

- 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)   May 2016 – July 2017
(Software/Firmware/Web Engineering Intern – 20-40 hours/week)

- 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)*
- CompTIA A+ 701 certified *(Computer Hardware)*
- Six Sigma Green Belt certified *(Agile Methodologies)*

Miscellaneous Projects
- 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)
- Spit It Out! – a card game app 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   May 2016 – May 2017
(Board Member: Technology Administrator)

- Planning large events such as the IEEE banquet and LAN parties for 200+ people
- Managing IEEE-UMN website, workstations, and technical projects

University on the Prairie, UMN STEM Outreach   August 2016
(Assistant Professor)
- 3-day course teaching circuit design and engineering principles to kids from grades 7-12