

Garrett Sundin

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References

Mike Waddick: President (*Punch Through Design*)
Phone # available upon request | mike@punchthrough.com

Mark Mathis: IT Consultant (*Innovative Technology Partners, LLC.*)
Phone # available upon request | mark@techspert.com

Relevant Work Experience

Wells Fargo, Minneapolis, MN
(*Business Systems Consultant, Web Developer – 40 hours/week*)

July 2017 – Present

- Develop fixes and features for internet bank software (Java)
- Single-handedly developed the new system of maintenance for the VDIs and trained another team to manage it
- Organize users and manage privileges to test/dev/prod servers
- Provide technical support for those experiencing issues on the VDIs or any other computer-based problem

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)
- Added style and functionality to company website to increase views/sales (HTML, CSS, JavaScript, Rails)
- Improved shipping fulfillment process (Shopify API, Liquid)

Education

University of Minnesota, Twin Cities
Computer Science with Psychology Minor (*graduated May 2017*)
GPA: 3.1 / 4.0

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 a fake Arduino UNO)
- Spit It Out! – a card game adapted for Android. (available on the Google Play Store)
- Light Pollution – a computer game coded in Unity2D (C#) for a game jam. (available on Itch.io)
- Visit my website for more projects and details! (link in upper right corner)

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