Garrett Sundin

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**gsundin.github.io**

for more information

**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 July 2017 – Present**

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

* 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 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)
* 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 May 2016 – May 2017**

*(Board Member: Technology Administrator)*

* 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 August 2016**

*(Assistant Professor)*

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