Garrett Sundin

Hopkins, MN, 55343

612.840.4042 | garrett@sundin.org

**garrett.sundin.org**

for more information

**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