Sterling Finn

sterlingfinn.me sefinn@edu.uwaterloo.ca github.com/sefinn

Languages: C, C++, C#, Java, HTML, CSS, JavaScript, Python, Swift, SQL

Tools/Frameworks: Git, Linux, freeRTOS, ARM, Xcode, AWS, Bootstrap, Node.js, Unity3D

Professional Experience

Pelyco Systems Corporation Software Engineering Intern Ottawa / Foster City, CA

May - August 2018

- Designed and developed software for the next generation of the Ex N' Flex motion therapy machine
- Written in C on an ARM microcontroller and designed with freeRTOS
- Re-implemented high-level functionality from old machine onto the new microcontroller
- Implemented features including UART, FPGA, and PIO modules

Global Society of Genetics and Genome Biology

Technology and Innovations Executive

University of Toronto February – May 2018

- · Collaborated with upper year students to design and modify the website gsggb.org for the international club
- Coordinated with the club executives and delivered project objectives to colleagues at the University of Waterloo

Waterloo Coffee and Coding Club Executive Team Leader

University of Waterloo August 2018 – Present

- · Organizer of weekly meetings where members are introduced to basic coding concepts
- · Coordinated with multiple Waterloo coffee roasteries to sponsor the club and enhance meeting enjoyability

Projects

Chip8 Emulator – github.com/sefinn/chip8-emulator

July 2018

- Developed an emulator from scratch for the Chip-8 language in Java on Eclipse
- Capable of playing 8-bit games including pong, tetris, and space invaders

Mountain Views - www.mountainviews.ca

PennApps XVII

- Developed a social media platform on a website and Android application for hikers/climbers, including an integrated wristband that transmits your location in case of emergency while on a trip
- Implemented AWS DynamoDB, S3 Bucket and EC2, for storing user information and Node.js for creating a dynamic social media platform

Flappy Future - github.com/djoksimo/FlappyFuture

Delta Hacks IV

- Developed an endless-runner Android VR Game using Unity3D and physics simulated in C#
- Paired Leap Motion hardware sensors using machine learning API from Xesto

Text Excel - github.com/sefinn/VisiCalc

April 2017

- Replicated the classic computer program VisiCalc in Java using Eclipse
- Implemented object-oriented programming strategies for high-level functionality

Achievements

- · Eagle Scout with bronze palm and gold palm
- · Seal of Biliteracy for French, San Mateo High School
- Dual citizen of the USA and Canada

Interests

- Trombone and guitar player in Waterloo Engineering Jazz Band
- Jugaling fire
- · Dunking on my intramural basketball team

Education

Bachelor of Software Engineering, University of Waterloo, 2017-2022