

# Sterling Finn

Languages: C, C++, Java, HTML, CSS, JavaScript, Python, Swift, SQL  
Tools: Git, UNIX, freeRTOS, ARM, Xcode, AWS, Node.js, Unity3D

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## WORK

Apple Inc.

Hardware Test Engineering – Software Project Lead

Cupertino, CA

January – April 2019

- Scoped and developed drivers, applications, protocols, frameworks, and command line utilities for validation of hardware internally and in manufacturing
- Interacted with Hardware, OS, Test, Operations, and various other multi-functional teams throughout the company
- Acted as the first level of triage for test and software issues
- Hands on debugging and coordination of cross-functional debug

Pelyco Systems Corporation

Software Engineering Intern

Ottawa, Canada

May – August 2018

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

Global Society of Genetics and Genome Biology

Technology and Innovations Executive

University of Toronto

February – May 2018

- Collaborated with students across Ontario universities to design the website gsggb.org for the international club
- Coordinated with club executives and delivered project objectives to co-workers 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 learn practical coding concepts
- Coordinated with multiple Waterloo coffee roasteries to sponsor the club and enhance meeting enjoyability

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## PROJECTS

Chip8 Emulator – [github.com/sefinn/chip8-emulator](https://github.com/sefinn/chip8-emulator)

July 2018

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

Mountain Views – [github.com/sefinn/MountainViews](https://github.com/sefinn/MountainViews)

PennApps XVII

- Developed a social media platform on the web and on Android for hikers, including an integrated wristband that transmits your location in case of an emergency while hiking
- 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](https://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

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## ACCOMPLISHMENTS

- Trombone and guitar player in the Waterloo Engineering Jazz Band
- Eagle Scout
- Juggling fire
- Dunking during basketball games
- French Seal of Biliteracy, San Mateo High School

## EDUCATION

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