Brendan Sting

OBJECTIVE
Seeking a challenging cooperative education position in the field of computer science where skills can be learned and utilized to benefit my employer.

EDUCATION
Kettering University, Flint, MI   July 2020 – Current
- Major: Computer Science | Gaming Concentration
- Status: Senior, A-section
- Seeking a co-op position for April – June and October – December
- GPA: 3.92

Grand Blanc High School, Grand Blanc, MI   2016 – 2020
- Graduated with honors in June
- Overall GPA: 4.01
- AP courses completed: Computer Science A

EXPERIENCE
Nexteer Automotive, Saginaw, MI   April 2021 – Current
Manufacturing IT Department Co-op
- Used Microsoft Power Apps to create an easy-to-use confined space app for manufacturing (H&S)
- Used SQL, Microsoft Power Automate, and SharePoint lists for backend data storage (for hourly overtime form)
- Worked with Microsoft Power BI to allow for data analytics and easy data lookups (used with hourly overtime form data)

Controls Department Co-op
- Designed, printed, and installed machine drawings for Plant 4 using 2D CAD software
- Performed/Recorded inventory of various electrical components
- Installed/worked with corporate software along with experimenting with DHCP ethernet switches
- Made business deliveries to other clients or customers
- Learned/worked with PLC programming along with HMI's which includes dumping runtime executable HMI applications

Production Department Co-op
- Created and developed CAD defeature software application using Python 3 and PyCharm IDE that saved hours of labor
- Assisted in simplifying complex equations for excel sheets using MAPLE software
- Programmed an Excel VBA script to automate the assembly of large data tables from High Fidelity MBD models

Kettering On-Campus Co-op with Professor(ECE Department), Flint, MI   October 2020 – December 2020
Working/Developing Navistar and IGVC Projects
- Learned more about coding in Python, some C++, and working with Linux on Ubuntu distribution.
- Learned to utilize command terminals when working with packages, nodes, topics, messages, and master class nodes.
- Worked with Navistar on calibrating the camera and Lidar system using Ubuntu terminals and ROS.

Online Video Game Server Management, Grand Blanc, MI   March 2020 – December 2020
Rust Video Game Server Maintenance, Rust Buddies
- Help with chat moderation, reduced overflow along with testing in game mod packs. Reported any server down times or connection issues via in game user testing.

Self Employed, Grand Blanc, MI   May 2019 – June 2019
Roblox Game Development
- Helped with bug fixes within code on certain models using Lua programming language(object-based)
- Helped design map layout and functionality of the game

SKILLS
- Microsoft Word, Excel (including macros), PowerPoint, Internet, Google Docs, Google Slides, and Email
- Excellent written, collaboration, and verbal communication skills
- Unity shader graph and HLSL programming, Unity Android SDK and Oculus Quest 2 VR game app building
- Experience with Java, JavaScript, Python, HTML, C, C#, Unity Engine, SQL, (some) Lua, Git/GitHub, and debugging

ACTIVITIES
- Grand Blanc JV Bowling
- National Honors Society
- Attending IGDA Ann Arbor game developer meetup showcases

HONORS
- Kettering University – Trustee Scholarship, Kettering Recognizes Excellence Scholarship
- Upsilon-Pi-Epsilon – International Honor Society for Computing and Information disciplines member

References available upon request