Brendan Sting

OBJECTIVE

Seeking a challenging full-time position in the field of computer science where skills can be adapted and utilized to benefit my employer.

EDUCATION

Kettering University, Flint, MI   July 2020 – September 2024
- Major: Computer Science | Gaming Concentration
- Status: Graduate, A-section
- GPA: 3.91

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

Azure Ravens Entertainment LLC, Ypsilanti, MI   December 2024 – Current
Junior Game Engineer (Contract)
- Leading development on converting Unreal Engine Blueprint logic to C++ script components
- Contributed to code design by researching and outlining a style guide for the C++ conversion process in Notion
- Performed engineering sync-ups through Click Up and Unity DevOps version control

Miraculum Games, Wake Forest, NC   January 2024 – November 2024
Junior Game Developer on Project "Fiadh"
- Aided in developing an indie-level project management workflow, using productivity tools such as Notion
- Developed stateful character abilities, modular level mechanics, and sound effect systems using FMOD

Nexteer Automotive, Saginaw, MI   April 2021 – December 2023
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

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