

Robert "Trey" Sturman

North Charleston, SC, 29420

tssturman@gmail.com

<https://twofishsticks.github.io/> - <https://www.linkedin.com/in/trey-sturman/>

Skills

Languages: Go, Java, C++, Python, Kotlin, Prolog, BASH, Assembly, R

Frameworks/Libraries: Gin, PyTorch, Gorgonia, Go Libraries, Angular

Testing Tools: Rod, Go Testing Library, J-unit, VirtualBox

Developer Tools: AWS Elastic Beanstalk, Git, GitHub, Unix, SCRUM, Android Studio, VSCode

Experience

Charleston County School District – IT Intern 40 hrs per week (05/23/2022 – 08/10/2022)

- Gained practical exposure to software applications learned during education.
- Successfully separated two schools from one subdomain
 - Maintained full coverage without creating network disruptions or loops.
- Detected and resolved a firewall bug affecting Promethean boards.
 - Enabled proper board updates and internet connectivity.

Scientific Research Corporation – IT Support Technician 40 hrs per week (09/11/2023 – Present) – 3 Month Contract

- Assembled computers from provided images.
- Configured computers for the correct domain and user groups using Active Directory.
- Installed approved software on user's computers.
- Utilized remote software for software installations.
- Organized users and their computers using proprietary databases.

Major Projects

All projects are available to view through my GitHub: <https://github.com/Twofishsticks>

Capstone Project – GoMap – (08/01/2022 – 05/05/2023)

<https://sccapstone.github.io/BitCrunch/>

- Led a team for a two-semester-long project involving design, creation, testing, and web hosting.
- Developed the project idea based on observations during an internship at CCSD.
- Created GoMap, a solution aimed at assisting technicians with limited console command experience.
- Designed GoMap to be hosted on an intranet.
- Implemented GoMap using the Go programming language with the Gin framework.

Mobile Applications Final – DVD Screensaver – (04/01/2023 – 04/28/2023)

- Independently developed a mobile application.
- Designed the app to mimic the classic DVD screensaver by setting the phone's background to the bouncing DVD.
- Implemented a canvas for the DVD logo to bounce on within the app.
- Allowed user customization of logo movement speed.
- Developed the app using Kotlin within Android Studio.
- Successfully created an enjoyable project suitable for release on the Google Play store.

Education

University of South Carolina - Bachelors in Computer Science, Minor in Mathematics

Dean's List – 3 times 3.4 GPA (FINAL)

08/10/2020 – 05/07/2023