Rex Stayer-Suprick

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Education

University of Notre Dame — Notre Dame, IN
M.S, Computer Science and Engineering — Fall 2021 – May 2025

- GPA: 4.0
- Area of Focus: **Computer Vision and Open Set Recognition**
- CSE Teaching Scholarship recipient

University of Notre Dame — Notre Dame, IN
B.S, Computer Science — Fall 2025 – May 2026

- GPA: 3.84 – **Cum Laude**
- Study Abroad - College of St. Andrews in Scotland, Fall 2023

Professional Experience

Price Waterhouse Cooper (PwC) — New York, NY
Financial Crimes Technology & Data Analytics, Intern — Summer 2025

- Lead teams in creating custom **AI agents** used to analyze financial fraud data using **OpenAI APIs**, and **AI workflows**.
- Leverage **deep learning** graph algorithms to develop novel detection algorithms for financial crime applications using Python, **Graphical Neural Networks**, and **PyTorch**
- Consult on a comprehensive fraud risk assessment for a large healthcare provider involving multiple stakeholders and business leaders, leading to mitigated eCommerce fraud risk through **SQL**, **Excel**, and **PowerPoint**.

Rockwell Automation — Milwaukee, WI
Software Engineer and Architect, Intern — Summer 2024

- Develop a **mobile application**'s front and back-end codebase from scratch with .NET, **XAML**, and **C#** to communicate with proprietary ethernet devices over industrial transport protocols.
- Leverage **.NET** resources and **full-stack development** to create modular and robust back-end solutions.
- Communicate with scrum and **DevOps** teams to produce software and manage requirements with **Agile** methods.
- Lead a pitch to product managers, resulting in a **funded project** to be showcased at Automation Fair 2024.

Rockwell Automation — Milwaukee, WI
Firmware Engineer, Intern — Summer 2023

- Design and construct a machine to automate testing of motor protection equipment using **Python**, **C**, and **AI** architectures.
- Collaborate with large **scrum teams** to solve hardware and software anomalies with sprint Agile workflows.
- Utilize **Python** to create and analyze **firmware** ensuring safety and responsiveness of new products

Johnsonville Sausage — Sheboygan, WI
Controls and Software Engineer, Intern — Summer 2021 - Summer 2022

- Deploy software to provide added **security** and **safety** to manufacturing facility and equipment.
- Combine **SQL** databases with machine data using **Python** to improve machine uptime by **10%**.
- Centralize machine and **assembly** code with engineers across the organization for increased **security**.
- Integrate **SAP** with USDA API certifications processes and process order management, using **C++** and **Java**.

Kindred Games — Seattle, WA (Remote)
Texture Artist and 2D Illustrator, Part-time — Summer 2021 – Spring 2025

- Create 2D vector graphics for a commercial video game that raised **$80,000** through crowd funding.
- Collaborate with a team of 6 members across the globe to contribute to the development of successful video games

Academic Projects

Implementation of Fully Autonomous Vehicle | Course: Autonomous vehicles

- Implemented software for fully autonomous rover with **ROS2** Architecture using **C** and **Python**.
- Used PID and Computer Vision methods to create a vehicle that detected obstacles, navigated, and parked autonomously.

Lane Detection Software with Computer Vision | Course: Computer Vision

- Trained a **U-Net** computer vision app to identify lane lines, pedestrians, and vehicles in dashcam footage using CV methods.
- Designed comprehensive AI pipelines for visual recognition tasks using **Python**, **OpenCV**, and **YOLOv5**.

Machine Learning for CycleGAN Image Mapping | Course: Machine Learning

- Developed a CycleGAN AI model to transform images from one domain to another in **Python** using **TensorFlow** and PyTorch.

Data Analytics of World Happiness | Course: Programming Paradigms

- Scraped world happiness data from the Internet with Python and web **APIs** and displayed correlation data with **Python**.

Additional

Hobbies: Develop video games in C# with my programming and graphic skills, with the goal of solo developing and releasing a game in the future. Competing in culinary and pastry competitions. Reading, Wake Boarding, Hiking, and spending time with my family and friends.