Wyatt Marvil

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Objective

A Computer Science/Game Development/Computer Systems Engineering triple major seeking internship opportunities for the Summer of 2021.

Education

Rensselaer Polytechnic Institute (RPI), Troy, NY   *May 2024*
Bachelor of Science in Computer Science and Games and Simulation Arts and Sciences, GPA 3.91/4.00
Bachelor of Science in Computer and Systems Engineering

Thomas Jefferson High School for Science and Technology (TJHSST), Alexandria, VA   *Spring 2020*
High School Diploma, GPA 3.98/4.00

Experience

Knucklebones, Charlestown, MA   *January 2021 – Present*
Lead Gameplay Programming Intern
- Lead design and development of interactive educational game to support remote learning for young children
- Conducted team meetings and orchestrated collaboration between departments (art, design, gameplay, narrative)

Nebula Space Enterprise, San Diego, CA   *November 2020 – January 2021*
Software Engineer Intern
- Researched, designed, and implemented solutions for a high-performance cluster computing system to survive environmental conditions in low earth orbit
- Contributed to payload design for multi-million dollar image processing satellite

Loudoun Periodontics, Purcellville, VA   *May 2020 – August 2020*
IT Consultant
- Worked in a professional environment shadowing a full time network administrator, assisting in set up of office infrastructure (ethernet and workstations) as well as writing scripts to automate system back-ups and updates for a 20+ machine network
- Employee point of contact for technical difficulties with equipment and software.

Projects - github.com/2020wmarvil/

OpenGL Engine – 3D Rendering Engine using OpenGL and GLSL
Moonshot – 2D Game built in 24 hours for the Github Game Off 2020 Jam
Labyrinth of Sound – 2D Game created for the 2020 PROCJAM using procedural sound, color, and maze generation
OTIS – Occupancy Tracking System using computer vision, machine learning, and full stack web technologies

Clubs and Organizations

Express BP Game Studio   *Spring 2021 - Present*
Rensselaer Center for Open Source   *Fall 2020 – Present*
Computer Security Club (RPISEC)   *Fall 2020 – Present*
RPI Varsity Men's Lacrosse Team   *Fall 2020 – Present*

Relevant Coursework

Data Structures, Algorithms, Computer Vision, Artificial Intelligence, Parallel Computing, Game Engine Architecture, Computer Architecture, Embedded Programming, Discrete Math, Multivariable Calculus, Linear Algebra

Skills

Programming Languages: C++, C, C#, Python, Java, Lua, HTML, CSS, JavaScript, GLSL
Technologies: OpenGL, SDL, Love2D, Node.js, Django, React.js, MongoDB, AWS, OpenCV, TensorFlow
Software: Linux, Git, Visual Studio, Unity, Unreal Engine