

# Wyatt Marvil

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## 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

**RazorEdgeGames**, Gilbert, AZ

April 2021 – Present

*Tools Programmer*

- Lead development of backend development tools for the AAA title Eden Falling and provided support for the gameplay programming and design teams

**Knucklebones**, Charlestown, MA

January 2021 – Present

*Gameplay Programming Intern*

- Worked with a team of 11 other interns to design and develop an open world multiplayer educational game from scratch
- 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
- Acted as point of contact for technical difficulties with equipment and software.

## Projects - [github.com/2020wmarvil/](https://github.com/2020wmarvil/)

**Electrobus** – 3D Side-scrolling shoot em' up built in 7 days for the 2021 Bullet Hell Jam (Unity)

**Ghost Town Gunner** – Top-down western shooter, honorable mention in the Berkeley College Game Jam (Unity)

**Moonshot** – 2D Game built in 24 hours for the Github Game Off 2020 Jam using Love2D

**OpenGL Engine** – 3D Rendering Engine using OpenGL and GLSL

**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 4