

# Austin Lyksett

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## Education

### Century College

AS Transfer Pathway, Computer Science *GPA: 3.35*

White Bear Lake, Minnesota

August 2020 - May 2022

### Metropolitan State University

BS, Computer Science

St. Paul, Minnesota

Sep 2022 - May 2024

## Skills

Programming Languages: Java, Python, C#, Javascript, HLSL

Technical Skills: PostgreSQL, NodeJS, Apache POI, Gson, HTML, CSS, Git, REST API, Matplotlib

Relevant Courses Taken: Object Oriented Programming, Data Structures and Algorithms, Organization of Computer Systems

## Internship

### Crewasis *React, NodeJS, PostgreSQL*

- Promoted from an unpaid position to leading a team of interns after recognition of exemplary performance
- Developed a PostgreSQL database with an API to connect to the front end team.

Remote

November, 2021

February, 2022

## Projects

### Art Gallery Book-Keeping and Rent Tracking *Java, Apache POI, Gson, Jackson*

Java applications that streamline accounting in a professional environment by parsing Excel data generated by Square using Apache POI, organizes and tracks monthly rent, and stores financial information.

### Ant Colony Compute Shader *C#, HLSL, Unity*

Simulation of millions of "ants" and they're collective organic behavior in massive scale. Used the GPU to calculate and render their behavior through HLSL and Unity.

### Natural Selection Simulation *Python, Pygame, Matplotlib*

Simulation of organisms competing for limited food supply over many generations to determine the fittest genome. Analytics of the most successful genes tracked and displayed using Matplotlib.

### Brain Sort *Javascript, CSS, HTML*

Web application that allows users to sort or search an array by hand and compare it against various sorting and searching algorithms

### AppTrack *Java, Gson, Jackson*

Java application that improved organization and analytics by tracking internship applications by allowing user to enter data about each application and storing the information into a JSON file.

### Elementary Cellular Automation *Python, Pygame*

Implementation of elementary cellular automata and Wolfram's laws using Python and Pygame.

## Honors and Societies

### Phi Theta Kappa Member

Recognized for exemplary academic performance