# Austin Lyksett

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## Education

**Century College**
Computer Science Transfer Pathway *GPA: 3.24*
White Bear Lake, Minnesota
August 2020 - May 2022

**University of Minnesota**
BS, Computer Science
St. Paul, Minnsota
Sep 2022 - May 2024

## Skills

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| Programming Languages: | Java, Python, C#, Javascript, HLSL |
| Technical Skills: | PostgreSQL, NodeJS, HTML, CSS, Git, REST API, Matplotlib, Processing |
| Miscellaneous Skills: | Extensive experience with developing generated graphics through implementation of various mathematical and algorithmic techniques |

## Employment

**Crewasis** *React, NodeJS, PostgreSQL*
Remote
November, 2021
February, 2022

- Return intern offer after completing a two month unpaid internship for being the highest performer.
- Full stack web development using React, NodeJS and PostgreSQL.

## Projects

### - Software Development

**Art Gallery Book Keeping & 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.

**Discord Bot** Python, SQLite
Discord bot written in Python that tracks all users' activity and messages, stores in a SQLite database and allows for analytics to be drawn from each person based on their activity.

**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

### - Simulation and Graphics

**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.

**Miscellaneous Graphics Programming** *Python, Java, Processing, Unity, HLSL*
Extensive experience with various mathematical and algorithmic techniques for generative artwork. Notable concepts used are Perlin & Simplex noise, fractals, multi-agent systems, fluid mechanics and emergent behavior.