

Austin Lyksett

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Education

Century College

Computer Science Transfer Pathway, Computer
Science GPA: 3.35

White Bear Lake, Minnesota
August 2020 - May 2022

University of Minnesota

BA, Computer Science

St. Paul, Minnesota
Sep 2022 - May 2024

Skills

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

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

Remote

November, 2021
February, 2022

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 their 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.