BAYLOR HARRISON

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🌐 https://baylor-harrison.com
in https://www.linkedin.com/in/baylor-harrison/
○ https://github.com/BaylorH

EDUCATION

Bachelor of Science
Computer Science

Arizona State University

📅 Graduating May 2025
📍 Tempe, AZ
🎓 3.76

Dean's List (5/6 semesters)
Merit scholarship recipient

RELEVANT COURSES

Data Structures and Algorithms
Principles of Mobile App Dev
Object-Orientated Program & Data Structures
Discrete Math Structures
Computer Organization and Assembly Language Programming

SKILLS

ReactJS, JavaScript, CSS, HTML, TypeScript, Firebase, Swift, Python, C/C++, Java, C#, Software Design, x86, SQL, Xcode, Unity, Agile, Git

Soft:
Adaptability
Communication
Teamwork
Ingenuity
Analytical thinking

REFERENCES

Derrick Lawter
Senior Marketing Manager at WebMarkets
✉ Derrick@webmarketsonline.com

RELEVANT WORK EXPERIENCE

Intern Web Developer

WebMarkets Digital Marketing & SEO Agency

📅 May 2024 – August 2024   📍 Boise, ID

- Built frontend/backend features for ALPHA SEO, a domain-focused SEO optimization tool. Built with React, TypeScript, CSS, Node, and Firebase.
- Lead Developer for the company's Client Portal, serving as the central platform for client communication. Worked with the art director to tailor the product towards mocks. Built with Preact, TypeScript, CSS, Node, and Firebase.
- Added new blogs/pages to client sites using DNN and Sanity.

PROJECTS

AI Travel Companion IOS App: Built using Xcode with Swift. A chatbot interacts with the user, creating/updating an itinerary of the discussion. Integrated map and location features.

3D Moon Space Unity Project: Developed a 3D environment with a moon base, custom terrain, skybox, and animations, including a third-person controller. Built with Unity and C#.

Machine Learning Visualization: Worked in a team of five to create a 3D visualization tool for machine learning algorithms as part of a capstone project for a professor at ASU. This tool will be incorporated into the professor's course. Built with Unity and C#.

1-2 Player Pacman Remake: Developed a Java-based Pacman game featuring single and multiplayer modes.

ADDITIONAL WORK EXPERIENCE

Shadow Valley Golf Course - Maintenance Crew
📅 June 2023 – Aug 2023   📍 Boise, ID

Perigee Group Construction - Laborer
📅 Dec 2022 – Jan 2023   📍 Boise, ID
📅 June 2022 – Aug 2022

Office Environment Company - Warehouse Assistant
📅 Nov 2020 – Feb 2021   📍 Boise, ID

Edwards Movie Theater - Staff
📅 Nov 2019 – Oct 2020   📍 Boise, ID

Service Learning
📅 Jan 2018 – May 2021   📍 Boise, ID

- Organized donation drives and community outreach programs.
- Served meals to the homeless at the Idaho Food Bank.
- Mass assistant at Settler's Park.
- Volunteer at Bishop Kelly's 2020 graduation ceremony.