Devon Doyle

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Education

University of Michigan — Ann Arbor, MI

Bachelor of Science in Computer Science and Economics, Minor in Mathematics — *Sep. 2018 – May 2022*

- Computer Science: Machine Learning, Artificial Intelligence, Computer Vision, Web Systems, Data Structures and Algorithms, Computer Organization, Mobile App Development
- Economics: Statistics and Econometrics, Behavioral Economics, Government Policy, Entrepreneurship
- Mathematics: Linear Algebra, Differential Equations, Multivariable Calculus, Probability Theory, Math of Finance

Experience

Software Engineer Intern — May 2021 – May 2022

Raiven — *Irvine, CA*

- Implemented logic flows and client management scripts/algorithms using Python, C++, and JavaScript
- Automated data analytic and information parsing processes using Azure cloud services and internal APIs
- Rigorously tested and debugged software with the development team to meet production deadlines

Marketing Intern — May 2021 – Sep. 2021

SVS Vision — *Mount Clemens, MI*

- Developed a WinForms app to streamline the auditing of business hours across multiple consumer platforms
- Assisted with corporate marketing operations by reviewing strategy, campaigns, documents, and shipments
- Helped analyze the return on investment of SVS Vision's new website through Google Analytics metrics

Tutor — Sep. 2015 – May 2021

Volunteer — *Romeo/Ann Arbor, MI*

- Worked with students to improve Algebra, Geometry, Computer Science, and Physics skills based on their needs
- Communicated remotely to effectively convey ideas and principles through pandemic

Projects

Tic Tac Transcendence | *Python, Flask, Jinja, PostgreSQL, JavaScript* — Sep. 2022 – Present

- Developed a full-stack web application to connect remotely with friends and play heavily-modified Tic Tac Toe
- Utilized WebSockets to streamline communication between game clients and server and provide real-time updates

GPA Calculator Web App | *React, JavaScript, CSS* — May 2022 – Present

- Developed a web application in React to allow students to keep better track of their GPA and class grades
- Provided students the ability to hypothesize GPA and course grade impacts with prospective results in real time
- Implemented high school and college settings to account for discrepancies between grading methods

EECS 441 Wiki Revamp | *JavaScript, HTML, CSS* — Jan. 2022 – May 2022

- Met university standards by developing a new website for the College of Engineering's EECS 441 capstone class
- Optimized effectiveness of site organization by continuously analyzing professor and student feedback
- Ensured maintainability by using robust front-end frameworks and administering GitHub organization

Neural Network Simulator | *Java, JavaScript, Processing* — Sep. 2017 – Mar. 2022

- Simulated artificial neural networks using Java and JavaScript to observe evolution in a user-defined environment
- Implemented a multi-layered feedforward network design to map individual sensory inputs to behavioral actions
- Gauged neural network effectiveness by measuring creature fitness, population trends, and evolved traits
- Visualized environment, creatures, and real-time data using the Processing framework, later adapted to p5.js

Technical Skills

Languages: Python, C++, C#, C, Java, JavaScript, HTML, CSS, SQL, R
Frameworks/Libraries: Flask, Jinja, React, Vue.js, PyTorch, NumPy, pandas, Matplotlib, Processing
Tools: Git, Microsoft Azure, Jupyter, WinForms, PostgreSQL, SQLite, AWS, Power BI, Postman
Soft Skills: Communication, Leadership, Problem Solving, Teamwork, Adaptability