

PAYTON WILKES

Developer ~ Engineer

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📍 Ogden, Utah

🐙 GitHub

OBJECTIVE

I am looking for an employment opportunity in the field of Computer Science where I can expand on my skills as a programmer, software engineer, and leader.

PRIMARY INTERESTS

- Service, Platform, and Workflow Automation
- Applied Machine Learning & Artificial Intelligence
- Database Design and Maintenance
- Cloud Computing & Infrastructure
- Platform Security & Vulnerability Detection
- Computational Efficiency and Process Optimization
- Web & Mobile Development
- API Testing, Development, Integration & Deployment.

RELEVANT COURSES

Computer Science

- Foundations of Computing
 - Programming I
 - Object Oriented Programming
 - Computational Structures; Discrete - Mathematics
 - Network Fundamentals & Design
 - Data Structures & Algorithms
 - Client Side Web Development
 - Software Engineering I
 - Intro to Database Design & SQL
 - Calculus I
- SQL / Linux / Visual Studio / CLion
C++ / C / Python / Java / JavaScript
WireShark / CMake / Valgrind / WSL2

General Education

- Pre-Calculus; College Algebra and Trigonometry
- Intro to Statistics
- Intro to Engineering Culture
- Interpersonal & Small Group Communication

SKILLS (EXPANDED)

- Familiar with a variety of database tools and schemas.
- Excellent debugging and memory profiling skills.
- Experienced with various data structures and algorithms.
- Familiar with data modeling techniques and their applications.
- Experienced with memory management techniques in C family languages, and pointer arithmetic/manipulation.
- Experience using UML diagrams and other high level planning, design, and analysis tools.
- Excellent written and verbal communication skills.
- Experienced with Generic Programming techniques.
- Solid understanding of network architecture and design.
- Capable of reading Assembly when debugging programs.
- Excellent problem solving skills in various languages.
- Log based debugging of SQL Databases and Java/Kotlin Apps.
- Excellent skills in applied Discrete Mathematics.
- Experienced with Object Oriented and Functional programming.

EDUCATION & AFFILIATIONS

BS	Computer Science: Enrolled, Full time since Jan 2022; Graduating June 2025	Weber State GPA: 3.41
CP	Programming Essentials: Completed December 2023. GPA:	Weber State 3.41
Member	American Mensa: Qualifying score (WAIS-V) : Member #	MENSA 135 200256130

PROJECTS

C++	Sorting Algorithms Implementation of four common sorting algorithms	GitHub link
C++	Mock Technical Interview My responses to in class mock interview.	GitHub link
C++	Hangman Game Console version of Hangman.	GitHub link
Python	Game of NIM A game of NIM written in Python. Requires FFMPEG.	GitHub link

SKILLS

Languages:	C++, C, JavaScript, Java, SQL, Kotlin, Python, LaTeX, Markdown, CSS, HTML.
Technologies:	Burp Suite, CMAKE, WSL, ValGrind, Git & GitHub, Junit, Wireshark, Visual Studio, Clion.

SOFT SKILLS & ATTRIBUTES

- Interpersonal & small group communication
- Abstract, Analytic & Technical problem solving
- Assessment of project dependencies and constraints
- Time management
- Project Planning and Management
- Detail & Result oriented
- Fast learner