Logan Wyatt

loganwyatt1995@gmail.com | 918 900 2090 | Tulsa, OK
github.com/LRWyatt801 | linkedin.com/in/logan-wyatt/ | lrwyatt801.github.io/

Education

Atlas School | January 2024 - August 2025
Diploma in Computer Science and Linux programming, Advanced Algorithms, and Blockchain
Atlas School is a specialized software engineering institution where I have developed expertise in systems programming, advanced algorithms, and full-stack development. Through a hands-on curriculum and industry-aligned projects, I have gained practical experience in building high-performance applications for Unix-based systems.

Projects

Malloc | January 2025 | Developer
github.com/LRWyatt801/atlas-malloc

- Developed a custom memory allocator in C, exploring dynamic memory management in the Linux kernel
- Implemented heap allocation using system calls like sbrk(), gaining insight into virtual memory, page sizes, and fragmentation
- Optimized memory usage by addressing alignment, fragmentation, and performance trade-offs
- Strengthened understanding of low-level memory handling and modern allocator optimizations, such as those used in glibc malloc

LS | September 2024 | Developer
github.com/LRWyatt801/atlas-system_linux/tree/main/ls

- Developed a C implementation of the ls command to enhance understanding of Linux system calls and directory manipulation
- Utilized opendir(), readdir(), and stat() to retrieve and display file information while supporting various output-modifying flags
- Implemented efficient flag management using bitwise operations (OR, AND, and shifting) to optimize command-line option handling
- Strengthened knowledge of low-level programming concepts essential for building optimized system utilities

CPython | November 2024 | Developer
github.com/LRWyatt801/atlas-system_linux/tree/main/0x08_CPython

- Implemented C functions to interact with Python data types using the Python/C API
- Extracted and displayed Python objects in C using PyList_GetItem, PyBytes_AsString, PyFloat_AsDouble, PyUnicode_AsUTF8, and PyLong_AsLong
- Gained a deeper understanding of Python object representation in memory and low-level data manipulation
- Strengthened ability to integrate Python with high-performance C code by working with CPython internals

MEGADrive | November 2024 - Present | Developer
github.com/DaveyCHaysIII/Megadrive

- Developing a collection of 100+ games using Raylib, a lightweight C/C++ library for game development
- Focused on learning and applying key programming concepts through individual game implementations
- Designed and implemented game logic without reliance on complex engines or GUIs, emphasizing low-level coding
- Gaining hands-on experience in graphics rendering, input handling, and performance optimization in C/C++

Experience

Operational Specialist
Riverfield Country Day School | Tulsa, OK | April 2022 - Present

Guest Services Specialist
Oklahoma Surgical Hospital | Tulsa, OK | June 2017 - April 2022