Wyatt Lynch

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Objective

NMID student wanting to enhance my code skills in the field.

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in New Media Interactive Development
Expected Graduation: May 2020

Tompkins Cortland Community College, Dryden, NY
Associate of Science in New Media
Graduated: May 2017

Experience

Delivery Driver   March 2018-Present
D.P Dough, Henrietta, NY
Responsible for delivering food and customer service. Take orders from customers and package food for delivery. Work with other drivers to have an efficient and effective delivery time overall.

Independent Respite Care Worker   June 2014 - Present
Ensure the needs of the consumer are met. Assist the consumer in physical exercise. Also, assist consumer in independent living tasks. Regularly take consumer out and ensure positive social interaction.

Personal Project

Endure: Game, April 2017
This project was a cooperative effort in which I designed a controller for a game of our design. I built a controller with an arduino specifically for the game my partner built. We used a mix of Unreal Engine and Arduino in order to pull everything together.

Javascript Interaction: November 2017
I created a small RPG and combat system in Javascript using the p5 library and some classes I coded myself. In it, you were able to walk around with a walk animation, and partake in a turn based combat. For every enemy defeated, the user would gain experience and proceed to level up, thus increasing their ability to progress.

Skills

Software: Adobe Suite, Blender
Languages: Javascript, HTML5, CSS, Python, C++