

# Wyatt Duiker

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**Permanent Address**  
1217 Larchmont Dr  
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## Education

<b>University of Illinois College of Engineering</b> <i>Bachelor of Science in Computer Science</i>	GPA: 3.94/4.00	<b>Urbana-Champaign, IL</b> <i>December, 2017</i>
<b>Springfield High School</b> <i>Class Rank 13/289</i>	GPA: 5.54 weighted	<b>Springfield, IL</b> <i>May, 2014</i>

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## Honors and Awards

<b>Engineering Visionary Scholarship</b>	<i>July, 2015</i>
<b>Dean's List, University of Illinois</b>	<i>January, 2015</i>
<b>Plato &amp; Flora McCourtney Scholarship</b>	<i>2014</i>
<b>Levi, Ray &amp; Shoup 2014 Computer Science Award</b>	<i>May, 2014</i>
<ul style="list-style-type: none"><li>Awarded to 1 of 289 students for outstanding achievement in Computer Science</li></ul>	
<b>Senator Scholar</b> , Awarded for exceptional competence in Math and German	<i>May, 2014</i>
<b>Outstanding Attendance</b> , Awarded for having less than two absences	<i>2010 - 2014</i>
<b>National Honor Society</b> , Volunteered for the Animal Protective League in Springfield, IL	<i>2012 - 2014</i>
<b>2014-15 Illinois State Scholar</b> , Awarded for outstanding academic achievement	<i>2014</i>

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## Skills

### Computer Skills

- Proficient in Java, C, C++, C#, Python, Subversion, Unity Game Engine, Microsoft Visual Studio, ASP.NET, SQL, and Verilog
- Experience using GitHub, HTML, and Arduino

**Language Skills**, Intermediate German writing and speaking skills

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## Work Experience

<b>Levi, Ray, and Shoup</b> <i>Software Developer</i>	<b>Springfield, IL</b> <i>June, 2015 – Present</i>
<ul style="list-style-type: none"><li>Work in an office environment with a team of developers</li><li>Used Microsoft Visual Studio, C#, SQL, and ASP.NET</li><li>Write accurate code for use in Pension Gold Retirement Solutions</li></ul>	
<b>Marco's Pizza</b> <i>Delivery Driver</i>	<b>Springfield, IL</b> <i>April, 2014 – June 2015</i>
<ul style="list-style-type: none"><li>Provide customer service while complying with food safety regulations</li></ul>	

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## Leadership and Activities

<b>Automatic Semi Trailer Attachment</b>	<i>February-May, 2015</i>
<ul style="list-style-type: none"><li>Designed an automatic coupling system for a semi-truck and its trailer with another student</li><li>Using Arduino and image processing library OpenCV with Visual Studio</li></ul>	
<b>Rogue Game, Project Leader</b>	<i>August-December, 2014</i>
<ul style="list-style-type: none"><li>Used Unity Game Engine to develop a rogue-like game with randomly generated levels</li><li>Led a 12 man team with two other leaders to test and finalize code</li><li>Specialized in the algorithm to randomly generate each level</li></ul>	