

Philip Wallis

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EDUCATION B.S. Computer Science, The University of Texas – Dallas, Anticipated Graduation December 2023

Relative Courses:	Database Systems Automata Theory Artificial Intelligence AI	Advanced Algorithm Design & Analysis Computer Networks Machine Learning	Computer Vision Big Data Management & Analytics
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TECHNICAL SKILLS	Programming Languages:	C/C++/C# MIPS	Java Assembly	Python MySQL	JavaScript TypeScript
	Web Technologies:	HTML Tailwind CSS	CSS NextJS	React Prisma ORM	Express.JS Radix UI
	Operating Systems:	Next Auth Unix	Vercel OSX	Planet Scale Windows 7-11	tRPC Ubuntu
	Software Applications:	MSOffice Git	Adobe Suite GitHub	Unity3D	VSCode

SOFT SKILLS	- Agile team environment	- Leadership
	- Technical communication	- Problem solving
	- Time management	- Creativity and innovation

EXPERIENCE & PROJECTS

Full Stack Developer <https://vtu.bio/> - **Link Shortener and Biography website** June 2023 – Current

- Full stack project aimed towards “vtubers”, like a combination of “bit.ly” and “linktree”
- React, NextJS, TypeScript, Vercel, NextAuth, tRPC, Prisma ORM, PlanetScale, Radix UI, Tailwind CSS

Full Stack Developer **Toyota Finance Services & UTD Design Senior Project** Jan 2023 – May 2023

- Create a prototype demo of employee rewards system as a part of the UTD Senior Design Project
- Used React, Express.JS, CSS and ERC20 token on Ethereum Blockchain.

Instructor **American Robotics Academy** Jul 2018 – Aug 2019

- Taught kids between ages 7-14 engineering and technical design through LEGO Technic & Mindstorms EV3

Intern **Visual Intelligence Laboratory, KAIST** Jun 2018

- Studied how to interact with SDKs and 3D Sensors via Intel RealSense.
- Real time road scanning for autonomous car development.

Captain **FRC 1477 Texas Torque** Jun 2015 – May 2019

- Media Captain, June 2017 - 2019; managed team’s Twitter, Instagram, YouTube, Website
- Collaborated with Outreach to lead a team of 25+ to earn 8 prestigious awards.
- 200+ hours of community service in North Houston, TX.

ACADEMIC PROJECTS AT THE UNIVERSITY OF TEXAS – DALLAS

<i>Company Database Technologies:</i>	Created a fully functional company database prototype. MySQL	Dec 2022
<i>Tic-tac-toe Technologies:</i>	Created a fully functioning Tic Tac Toe game in MIPS.	Dec 2021
<i>Sorting Algorithms Technologies:</i>	Compare speed & efficiency between algorithms and scenarios. Java	Sep 2021

NON-ACADEMIC PROJECTS

<i>3D Environment Technologies:</i>	Created Virtual Reality scenes playable via online platform Unity3D, U# (C# Extension), Photoshop, Blender, Substance3D Painter	Oct 2022 – Current
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