

David A. Wells

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Education

Brigham Young University – Idaho Sept. 2020 – Dec. 2025

Bachelor's Degree in Computer Science · GPA: 3.23

- **Senior Project – [Physics-Based Music Visualizer](#):** One-click audio-to-video generator with real-time playback. Written in C++ using GLFW and supporting libraries.
- **Team Leader – Pie Agenda App:** Led a team of 8 in building an app for Android/iOS/Windows. Written in Dart using Flutter.
- **[Team Leader – Game: Wall of Fire](#):** Led a team of 3 to create a 3D side-scroller in Python. Ranked 1st for best graphics.
- **Academic Highlight:** Improved GPA with 20-credit load in final semester.

Bloom Institute of Technology

Sept. 2020 – Dec. 2025

Certification in AWS Backend Development

- **Senior Project – ASCII-to-Image Markdown Renderer:** Backend built with AWS and Java; frontend in JS. Focused on stress management and long-term perseverance.

Experience

Web Developer Intern, Degasolutions LLC June 2025 – Dec. 2025

- Developed 90% of the UI for an Android/Desktop application using C#, MAUI, and MudBlazor.

Freelance Full Stack Website Contractor Oct. 2024 – Present

- Created websites for [Edefying](#), [TDL Industrial](#), and [Dara Luci](#). Adapted to client-specific tools like Elementor and Weebly. 100% client satisfaction.

AI Tester, Outlier

Oct. 2023 – Aug. 2024

- Authored coding prompts and solutions to train AI models.

Additional Experience

Feb. 2021 – Nov. 2024

- Delivery Driver, FedEx – Performed faster than 90% of workforce.
- Cold Call Agent, Credit.com – “Agent of the Week” Award
- Eagle Scout Award: Oct. 2019.

Skillset Overview

Languages: Java, Python, C#, C++, JS, Dart, SQL, HTML, CSS, and Kotlin.

Frameworks & Tools: REST APIs, HTTP, Docker, React, Flutter, .NET, GitHub, WordPress, Nginx, NiceGUI.

Skills: Leadership, independence, algorithmic problem-solving, debugging, and optimizing time-use and code.

Personal Projects

- **[Text Art Game Engine](#):** Use of Linked Lists, Hashmaps, OOP principles, file I/O, UX design, dictionaries, map chunking, collision detection, and more. 2,600 lines of Python running at 1,000 FPS in terminal.
- **[Minecraft AI Bot](#):** Automates gameplay using video input. Written in Java and prototyped in Python with image-to-text processing.
- **[3D Voxel Simulation](#):** Python with TKinter, asynchronous input, and algorithmic texturing
- **[MIDI Piano Live Visualizer](#):** Real-time MIDI-input painter written in 10 hours.