Walter Magill

Steamboat Springs, CO | (970)-819-6432 | walter.g.magill@gmail.com

Personal Website: waltermagill.dev | LinkedIn: linkedin.com/in/waltermagill | GitHub: github.com/WallyMagill

EDUCATION

Dartmouth College, Hanover, NH
Class of 2025
Bachelors of Arts in Computer Science Major Modified with Economics
GPA: 3.67/4.0, Major GPA: 3.7/4.0
- National Collegiate All-Academic, Dartmouth Skiing.

Steamboat Springs High School, Steamboat Springs, CO
Class of 2021
High School Diploma
Weighted GPA: 4.3; Unweighted GPA: 4.0

Skills:
Languages: Python, Java, C, C++, C#, JavaScript, HTML, CSS
Frameworks & Tools: React, Node.js, Unity, Git, OpenAI API, Google Cloud Functions, REST APIs
Other: AutoCAD Civil 3D, Microsoft Office Suite, GIS, Agile Workflows, Data Structures & Algorithms

WORK EXPERIENCE

Prompt Engineer Intern, Audos, New York, NY
June 2024-August 2024
- Integrated OpenAI APIs to power intelligent chatbot workflows that automated client-specific support and operations.
- Built and deployed dynamic, custom-branded micro web pages for client onboarding and engagement using HTML, CSS, JavaScript, and REST APIs.
- Used Google Cloud Functions to support multi-step OpenAI API workflows, extending logical reasoning and output length by 5×.
- Balanced technical development and client support in a fast-paced startup, maintaining quality user experiences.

Four Points Surveying and Engineering, Steamboat Springs, CO
Civil Drafter
May 2021-August 2022
- Partnered with engineers and clients to align geospatial layouts and elevation models with project requirements.
- Led topographic mapping in AutoCAD Civil 3D, ensuring accurate representation of site features for permitting, design, and construction workflows.

Office and Survey Assistant
May 2019-September 2020
- Managed inventory, prepared field kits, and coordinated logistics to support survey crews and streamline operations.
- Collected and processed topographic data using GPS and Total Stations, incorporating GIS workflows to ensure accurate mapping and documentation.

PROJECTS

Lesson Link - (Full-Stack Lesson Planning Platform), Hanover, NH
March 2025-June 2025
React, Node.js, PostgreSQL, Prisma, Tiptap, Zustand, Chakra UI
- Designed and deployed a full-stack lesson planning platform for educators to create, organize, and remix content, featuring CCSS tagging, standards integration, collaborative editing, and privacy controls.
- Built a secure Express/Prisma backend (auth, CRUD, email sharing) and a modular React frontend with Tiptap rich-text editing, Zustand state management, and Chakra UI components. Deployed full stack via Render.

Echo Echo - (Unity-Based 2D Time-Travel Game), Hanover, NH
October 2024-March 2025
Unity, C#, Aseprite, Git
- Developed level mechanics, tilemap collisions, and scene transitions across four themed eras using Unity, C#, and event-based systems
- Collaborated on a 6-person agile team using Git for version control and iterative development.

Tiny Search Engine, Hanover, NH
January 2023-March 2023
C, Bash, Git
- Designed and implemented a modular search engine in C with web crawling, indexing, and querying components.
- Applied core data structures and algorithms, and conducted rigorous testing and optimization.

LEADERSHIP AND ATHLETICS

Dartmouth Men's Nordic Ski Team, Hanover, NH
September 2021-June 2025
- Committed 35 hours per week for 10 months annually to high-level training while managing a full academic course load; followed a strict performance regimen with the nation's 3rd ranked ski team.
- Competed at the 2022 NCAA Championships and represented Team USA at Junior Worlds; leveraged goal-setting to drive individual and team success.