Walter Magill

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EDUCATION

Dartmouth College, GPA: 3.67/4.0, Major GPA: 3.7/4.0   Hanover, NH
September 2021-June 2025
- Graduate with a Bachelors in Arts in Computer Science Major Modified with Economics; National Collegiate All-Academic, Dartmouth Skiing.

Steamboat Springs High School, Class of 2021   Steamboat Springs, CO
Weighted GPA: 4.3004; Unweighted GPA: 4.0

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

WORK EXPERIENCE

Prompt Engineer Intern, Audos   New York, NY
June 2024-August 2024
- Integrated OpenAI API endpoints for intelligent chatbot workflows and automated tasks; developed and deployed dynamic, branded micro web pages using HTML, CSS, and JavaScript.
- Created Google Cloud Functions to streamline sequential API calls, improving efficiency.
- Balanced technical development and client support in a fast-paced startup, ensuring smooth user experiences and customer advocacy.

Four Points Surveying and Engineering   Steamboat Springs, CO
Civil Drafter
May 2021-August 2022
- Led the creation of topographic maps using AutoCAD Civil 3D; collaborated cross-functionally with engineers and clients to ensure accuracy in geospatial layouts and elevation models.
- Merged technological expertise with effective communication, ensuring seamless project execution.

Office and Survey Assistant
May 2019-September 2020
- Oversaw daily operations including inventory, field kit prep, and logistics; improved filing systems and supported GIS mapping workflows to enhance surveying documentation and coordination.
- Collected and documented topographic data using GPS and Total Stations, ensuring field accuracy.

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 web app for educators to create, organize, and remix lesson plans with CCSS tagging, standards integration, public/private control, and collaborative editing.
- Built a secure Express/Prisma backend (auth, CRUD, email sharing) and a modular React frontend with a rich Tiptap editor, Zustand state, and Chakra UI components; deployed via Render.

Echo Echo – Unity-Based 2D Time-Travel Game   Hanover, NH
October 2024-March 2025 (*Unity, C#, Aseprite, Git*)
- Programmed level mechanics, tilemap collisions, and scene transitions across four themed eras in Unity using C# and event-based systems while collaborating in a 6-person agile team through Git-based version control.

Tiny Search Engine   Hanover, NH
January 2023-March 2023 (*C, Bash, Git*)
- Architected and implemented a search engine in C, encompassing web crawling, indexing, and querying components, honing skills in data structures and algorithms; conducted thorough testing and optimization.

LEADERSHIP AND ATHLETICS

Dartmouth Men's Nordic Ski Team   Hanover, NH
September 2021-June 2025
- Dedicated 35 hours weekly for 10 months to rigorous training, while balancing a full academic load; employed goal setting for individual and team peak performance.
- Competed in the 2022 NCAA Championships and represented the USA at Junior World Championship; adhered to a strict regimen set by the nation's 3rd ranked ski team.