Wyatt Bushman

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Education

University At Albany, SUNY – BS in Computer Science - GPA: 3.72   December 2024
Russell Sage College – BS in Applied Biology   May 2016

Experience

Automation Engineer, NYS ITS Office of Children and Family Services – Albany, NY   May 2024 – Present
- Improved test performance by 93% by implementing modular tests in Playwright
- Enhanced documentation completeness by using AI tool Qodo, saving 40 hours of work weekly
- Implemented Playwright automation from scratch, reducing manual testers' workload by 200 hours weekly
- Implemented the Page Object Model to create tailored helpers for each web page, reducing code redundancy

Compiler Research Intern, University At Albany SUNY – Albany, NY   May 2024 – December 2024
- Developed a C# math library including trig functions, absolute value, exponents, and square roots
- Provided graphing capabilities by implementing Bresenham Line Algorithm
- Established centralized documentation using Docusaurus, reducing the need of GitHub wikis
- Maintained project momentum by hosting weekly scrum meetings to whiteboard solutions

Software Developer Contract, Text Student Auto – Amsterdam, NY   June 2023 – September 2023
- Saved more than $7,300 annually by implementing a Python alarm application using Gmail API
- Customized client experience by implementing user-set times and sound effects
- Facilitated easy user experience by providing clear documentation and instructions for software

QC Laboratory Technician, Specialty Silicone Products – Ballston Spa, NY   January 2021 – February 2022
- Founded a company waste initiative and reduced waste by 25% by labeling parts and removing excess equipment
- Implemented a system to anonymously submit employee ideas, integrating 5 ideas into daily operations
- Automated Excel reports and data entry by implementing template documents with conditional logic
- Tested approximately 50 silicone products daily with 100% success rate leading to no customer complaints

Projects

Cutting Stock Calculator Website
- Minimized wood waste for carpenters by ~60% by implementing guillotine and shelf algorithms in JavaScript
- Created a responsive mobile-first website with visualizations using HTML and CSS with easy instructions

Recycle Roller 3D Game
- Implemented physics, player controls, a dynamic camera system in C#, and created various level designs
- Achieved 3rd place out of 30 teams at UAlbany game jam with one colleague using Unity

AllAboutAvocados.com
- Developed a backend API with Express.js to enable user submissions of: avocado recipes, articles, and inquiries
- Implemented frontend design with CSS, a user XP system in JavaScript, and added web content

Prisoner Fencing
- Developed logic, a dynamic UI in GDScript, version control with GitHub, and polished with commercial-free assets
- Deployed a turn-based browser game based on Prisoner's Dilemma in Godot using iterative playtesting

Skills

Languages: TypeScript, JavaScript, HTML, CSS, SQL, Java, C#
Frameworks: React, Express, Playwright, Docusaurus, Azure DevOps, Waterfall, Agile