Wyatt Bodle

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Profile

Student committed to learning and developing skills in Computer Science and team contribution. Self-directed and energetic with superior performance in autonomous and collaborative environments working independently and collaborating with others on group projects.

Leadership

President Association for Computing Machinery Club

- Successfully restructured the CBU ACM club, implementing a new organizational framework that improved efficiency and collaboration among team members
- Actively lead and organized meetings for multiple teams within the club, ensuring effective communication, task delegation, and goal achievement

Team Lead International Collegiate Programming Competition

- Orchestrated regular meetings to discuss strategy, track progress, and challenges, resulting in enhanced team cohesion and performance
- Developed comprehensive practice materials, fostering a beneficial practice environment to prepare for upcoming competitions

CBU Competitive Robotics Team
August 2022-Present

- Member of the newly founded Competitive Robotics team with the hopes of competition in VEX-U in early 2023.
- Worked on the programming subdivision of the newly founded CBU Robotics team.
- Collaborated and coordinated with over 25 team members.
- Assisted in designing and programming two robots to compete in Vex U.
- Worked on systems and algorithms to determine the robot's location and calculate automated movement using encoders.
- Wrote code to send our robots diagnostics to the screen for the team to interpret

Association for Computing Machinery Club
Member October 2022-Present

President: May 2023 - Present

- Served as President of ACM club, demonstrating an ability to lead and restructure the club for competition based learning
- Participated in weekly workshops on different computing skills
- Coordinated and facilitated multiple regular meetings, practices, and events to guide members while developing their technical skills and knowledge of computer science

Education

California Baptist University, Riverside CA
Major in Computer Science, Minor in Data Science.
3.75 GPA - Expected: May 2025

Technical Skills

Java (Proficient)	Python (Intermediate)	Flutter(Proficient)	Pair Programming	Firebase(Proficient)
C++ (intermediate)	HTML/CSS (Proficient)	Project Management	GitHub	AutoCAD (Proficient)

PROFESSIONAL EXPERIENCE

Programming Instructor
Coding Minds Academy – Irvine, CA
April 2023 – Present

- Demonstrated success in teaching coding concepts and languages to diverse group of students
- Skilled in explaining complex concepts in a clear and concise manner, ensuring students grasp fundamental coding principles and develop strong problem-solving skills.
- During project classes helped clients to prototype both hardware and software projects and later published them.
- Led many 16-week courses encompassing Python, C++, JavaScript, Java, and flutter. Spent time equipping students with comprehensive coding skills and fostering their proficiency in a diverse range of programming languages and platforms.

Software Engineering Tutor
University Tutoring Center – Riverside, CA
August 2023 – Present

- Proven expertise in tutoring software engineering, with a specialized focus on Java programming.
- Demonstrated ability to simplify intricate software concepts, enabling students to grasp Java fundamentals and excel in coding tasks.
- Adaptable and responsive teaching style, tailoring instruction to meet individual student needs while upholding high academic standards.
- Experienced in guiding students through software development projects, emphasizing Agile principles for efficient teamwork and project management.

Recreation Intramural Lead
California Baptist University Recreation - Riverside
August 2021 – Present

- Assisted in designing and executing day-to-day operations of over 35 intramural sports leagues.
- Planned two intramural championship pre-parties and games with over 2000 people in attendance.
- Assisted with three other championships, including executing our biggest championship with an attendance of nearly 5000 people.
- Co-managed 15 one-day tournaments or events with an attendance of up to 150 people.
- Worked in an office setting with experience calling over 20 vendors and securing their business and paperwork.
- Compiled game summaries by reporting scores, inputting team schedules, and updating team and individual statistics for over 240 games.

Projects

Coding Minds Research Projects and Product Prototyping - Coding Minds Academy

- **Sleeper app** – Aiming to help with insomnia, I developed a solution for tackling the issue of sleep health. I developed a sleep tracking system with a raspberry pi that could take in various environmental variables to give the user suggestions on the Android and IOS app built with flutter to interact with the user.
- **Animal/Plant Classification App** – The goal for this application is to allow users through the easy to use app to take a picture of an animal or plant and receive information about that animal or plant through machine learning embedded in the program.. The app also allows users to connect through the community page and discuss different findings or comments.

Competition Robot - EGR102

- Designed and developed a competition robot whose purpose was to pick up orbs and score against other teams
- Achieved a place in playoffs between other CBU College of Engineering Teams
- Robot competed in VEX-U competitions

Personal App Development IOS - Swift

1. **Swish Stats** is designed to keep track of basketball stats through three games, around the world, free throws, and 1v1s.
2. **Brew Buddy** to keep track and rate different coffee shops, location, rating, Name, drinks bought.
3. **LoveNotes** allows you to send and receive notes from your significant other while also allowing to plan for date nights.
4. **PK Shootout**, a simple swipe to shoot soccer penalty game, (My first app created)

Website Portfolio - Wyattbodle.com

- Designed and developed a website to showcase my projects, work experience, resume, and to give recruiters a better understanding of myself
- Programmed with HTML, CSS, and JavaScript