# Wyatt J. Core

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## EDUCATION

**University of Arkansas**        **Fayetteville, Arkansas**
*B.S. in Computer Science*        *Expected Graduation, May 2026*

- o **Related Coursework:** Data Structures & Algorithms, Artificial Intelligence, Software Engineering, Linear Algebra, Computer Organization & Programming, Combinatorics, Object-Oriented Programming, Computing in C++

**Ouachita Baptist**        **Arkadelphia, Arkansas**
*B.S. in Computer Science*        *August 2021 - May 2023*

- o **Related Coursework:** Computer Networking, Website Development, Discrete Mathematics, Computing in Java.

## PROJECTS

**Train Smart AI**    *Deployed at: https://train-smart-ai.vercel.app/*        *December 2024 - January 2025*

- **Description:** Harnessed OpenAi's API to gather information from the user to create a personalized workout and nutrition plan. Generates personalized plans with the user's information in under 5 seconds. Uses a backend server to fetch from the API and save each workout plan the user creates. Includes a clean UI interface.

- **Tools Used:** OpenAI API, React, Javascript, Vercel, Render, JSON, HTML, CSS.

- **Skills Demonstrated:** Ability to deploy a website, work with API's, handle fetching from and saving to a JSON file, create a clean user interface, and show familiarity with the React framework.

**Functional Pacman Simulator**        *July 2024 - August 2024*

- **Description:** Used fundamental programming principles to develop a functional Pacman game featuring CPU ghosts, a custom map, and an animated Pacman, resulting in a clean user experience. Implemented the ghosts with an algorithm that finds the shortest path to Pacman, and runs in the opposite direction when a pellet is eaten. Utilized Nodes to create a graph like map, to tackle the issue of Pacman and the ghosts strict movement patterns.

- **Tools Used:** Python, Pygame, Model-View-Controller architecture, AI pathfinding.

- **Skills Demonstrated:** Object oriented programming, inheritance, artificial intelligence, graph searching, use of node/graph creation.

**Photon Laser Tag**        *September 2024 - December 2024*

- **Description:** An in-class project where I was able to take the lead in a group of four to implement software that simulated game play for a laser tag game. As a team we utilized each other to develop a frontend with clean UI, a backend that handled HTTP requests, and an SQL database to hold player information.

- **Tools Used:** Python, SQL, Pygame, Pygubu, Tkinter, Linux

- **Skills Demonstrated:** Linux, leadership/teamwork, database creation/management, frontend/backend development.

## SKILLS

**Programming:** Java, Python, JavaScript, HTML/CSS, SQL, React.js, C++
**Tools:** IntelliJ, Pygubu, Tkinter, Jupyter Notebooks, Git, Agile, Linux, Windows.
**Technical/Programmatic:** Website Deployment, Data structures , Algorithms, Object Oriented Programming, Frontend/Backend Development.