

# Chris Hyde

Warner Robins, Georgia 31088 • [chris.hyde.w@gmail.com](mailto:chris.hyde.w@gmail.com) • (478) 919-1253 • US Citizen

## EDUCATION

### Georgia Institute of Technology

*Bachelors of Science in Computer Science | Systems-Architecture & Computer Graphics*  
Fourth Year, 3.41 GPA

Atlanta, Georgia

August 2022 – May 2026

## RELEVANT COURSEWORK

Data Structures • Design & Analysis of Algorithms • Objects & Design • Computer Organization & Programming •  
Systems & Networks • Computer Graphics • Advanced Computer Organization • Introduction to Databases •  
Operating Systems • Digital Design Laboratory • Computer Networking • Compilers • Processor Design

## RELEVANT EXPERIENCE

### Tier2Tickets.com

*Software Development Intern*

Macon, Georgia

June 2022 – August 2022

- Leveraged proprietary AI to analyze problem descriptions for negative emotions, offering support actions.
- Developed a program that interfaced with DoorDash's API to provide delivery options for the helpdesk.
- Enabled Tier2Tickets end-users to submit more detailed support tickets by creating a file-uploading GUI.

## PROJECT EXPERIENCE

### Edit – Programmatic Video Creation

Spring 2025

*C | FFmpeg*

- Collaborated within a team of four to develop a video creator and editor which combines programmatically generated graphics and keyframe animation, enabling the rapid implementation of programmable elements.
- Led the integration of FFmpeg's audio/visual libraries within the program, ensuring quick, reliable exporting and importing.

### Hardware Simulations

Spring 2025

*C | WSL*

- Completed hardware simulation code for various concepts in computer architecture, such as caching techniques and coherency, multiprocessors, pipelining, and branch prediction.
- Gained a greater understanding of the technologies and the process of developing more efficient architecture.

### Lift Simple

Summer 2024

*Linux | C | ncurses*

- Created a Linux application in C using ncurses to emulate a command-line interface, enabling users to store workout data and receive personalized workout suggestions directly from the terminal.

### Graphics Renderer

Summer 2024

*C++ | CMake | OpenGL | GLFW | GLSL*

- Implemented a graphics renderer using OpenGL and GLFW in C++ to display graphics with custom shaders.

### Byte the Bullet

Fall 2023

*HackGT X | HTML | TS | Svelte*

- Created an educational coding game with multiplayer functionality using a client-server model, enabling real-time interactions and encouraging players to build on each other's contributions.
- Collaborated with the team to create essential UI elements and design character sprites.

## SKILLS

C, Java, Python, SQL, HTML, C++, R

GNU Toolchain/Debugging

Git/GitHub

## WEBSITES

**GitHub:** [github.com/chr1ce](https://github.com/chr1ce)

**LinkedIn:** [linkedin.com/in/chris-hyde-w](https://linkedin.com/in/chris-hyde-w)

**Personal:** [chr1ce.github.io/personal-website/](https://chr1ce.github.io/personal-website/)