Chris Hyde
US Citizen

EDUCATION

Georgia Institute of Technology   Atlanta, Georgia
Bachelors of Science in Computer Science | Systems-Architecture & Computer Graphics   August 2022 – May 2026
Fourth Year, 3.41 GPA

RELEVANT COURSEWORK

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

RELEVANT EXPERIENCE

Tier2Tickets.com   Macon, Georgia
Software Development Intern   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   **LinkedIn**: linkedin.com/in/chris-hyde-w   **Personal**: chr1ce.github.io/personal-website/