

Chris Hyde

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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/chrlce **LinkedIn:** linkedin.com/in/chris-hyde-w **Personal:** chrlce.github.io/personal-website/