Charles M. Wyner

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY **ATLANTA, GA**
Bachelor of Science in Computer Science **August 2021 - May 2025**
Graduated with Highest Honors **GPA: 3.74**

Relevant Coursework: Design & Analysis of Algorithms, Object-Oriented Programming, Probability & Statistics, Discrete Mathematics, Multivariable Calculus, Linear Algebra, Applied Combinatorics, Artificial Intelligence, Machine Learning, Computer Vision, Automata & Complexity

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML, CSS, C, C++, GLSL, TypeScript
Project Management: Git/GitHub, Google Cloud Platform, Firebase (hosting), Agile, Jira, PostgreSQL

WORK EXPERIENCE

LEAD OUT SOFTWARE **ROSWELL, GA**
Software Engineer I **August 2025 - Current**
- Spearheaded the expansion of our company's lottery gaming platform to multiple new clients
- Integrated digital wallet APIs with our games' backend service for accurate payouts and bookkeeping
- Architected the platform as several individual microservices for a clean, decoupled software architecture
- Maintained a serverless SaaS model for each microservice to seamlessly communicate via HTTP requests

UPCYCLE BUILD, LLC. **ATLANTA, GA**
Project Lead **August 2024 - May 2025**
- Led small project team in the full stack development of a mobile recycling management platform
- Designed a user-friendly interface with React Native, ensuring a seamless user experience across platforms
- Implemented a secure backend infrastructure using Firebase, enabling real-time database interactions
- Coordinated with team members in an Agile workflow, optimizing sprint planning and task execution

PROJECTS

VEHICULAR OBJECT DETECTION MODEL **ATLANTA, GA**
- Augmented an existing YOLOv5 model to improve vehicle detection accuracy **Summer 2024**
- Applied image transformation methods like color jittering and Gaussian blurring to optimize performance
- Evaluated model iterations using quantitative metrics of inference time and mean average precision (mAP)
- Leveraged technologies like NumPy for data manipulation and Jupyter Notebook for iterative development

VIDEO GAME DESIGN IN UNITY - "FRAGMENTS OF RUIN" **ATLANTA, GA**
- Implemented AI-based enemy agents to track the player around the game world **Spring 2025**
- Wrote code based trigger scripts to manipulate game objects under appropriate conditions
- Rigged the imported 3D game objects with animations to give the game a polished feel
- Applied physics-based grappling and propelling actions to allow the player to move around the world