Flynn Lyon He/Him/His

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EDUCATION

University of Michigan   **Graduating May 2025**
B.A. in Computer Science and Chinese, 3.59/4.00 GPA   *Ann Arbor, MI*
- **Current:** Web Systems, Intro to Game Development, Video Game Music, Business Chinese
- **Previous:** Data Structures & Algorithms, Foundations of Computer Science, User Interface Development, Advanced Chinese Reading/Writing

EXPERIENCE

Samsung - Joyent   **May 2023 – Aug 2023**
Software Engineering Intern   *Kansas City, MO*
- Designed and created internal command line tools to store and manage benchmarks from io-testing using **Golang**, **CobraCLI**, and **Sqlite 3**. Contributed over 6000 lines of the code to the final release
- Constructed over 150 unit tests, ensuring the behavior of the command line tool was as expected

Kappa Theta Pi Professional Technology Fraternity   **Jan 2022 – Present**
App Developer, Vice President of Technical Development, Ethics Committee Lead   *Ann Arbor, MI*
- Developed the fraternity's rush app, where it was deployed to the app store and used in over three semesters of recruitment cycles, facilitating communication between ~1000 brothers/applicants
- Designed wireframes to outline functionality using **Figma**, then used **Flutter** and **Android Studio** to construct the app interface and query user data from **Firebase**, totaling over 100 hours of work
- Oversaw the planning and execution of a fraternity-wide hackathon, as well as weekly committee meetings, where members discussed ethical repercussions of tech, developed websites, and more

Atlas Digital Consulting   **Sept 2021 – Present**
Software Developer, Director of Recruitment   *Ann Arbor, MI*
- Built a website for a local Detroit park using **HTML**, **CSS**, **Javascript**, and a dynamic map library, **Leaflet**, which was deployed on Chrome to 100s of visitors (https://rougeparkmap.com)
- Directed 3 semesters of recruitment processes by overseeing the application and interviews of 500+ applicants, leading to the acceptance of over 30 developers

PROJECTS

C++ Minecraft Clone   **Mar 2023 – Present**
- Created a simple voxel engine from scratch using **C/C++** and **OpenGL** which was used to run a minecraft-like game, totaling over 1000 lines of code and 50 hours of work

Personal Website   **Aug 2022 – Aug 2023**
- Drafted up website schemas in **Figma**, used **HTML**, **CSS**, **Javascript**, and **Bootstrap** to develop the website, and hosted it using Git Pages (https:/flyonlyon.github.io/personalWebsite)

SKILLS & INTERESTS

Skills: C++, Golang, Cobra CLI, Sqlite 3, HTML, CSS, Javascript, Bootstrap, Dart, Flutter, Git, Figma
Interests: Full Stack Development, App Development, Game Development
Other: Chinese (Working-Proficiency)