

# Kyle Pish

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## Education

**Illinois Wesleyan University | GPA: 3.70**

**August 2021 - Expected May 2025**

Bachelors in Computer Science | Minor in Data Science

Bloomington, IL

**Courses:** Algorithm Design & Analysis, Computer Networking, Deep Learning, Artificial Intelligence, Applied Data Analysis, Software Development, Programming Languages, Comp Organization-Architecture, Computational Biology

## Experience

**Brick Technology Group**

**December 2023 - August 2024**

*Information Technology Intern*

Bloomington, IL

- Acts as a first point of contact to identify technology and security issues for primary clients.
- Implements scripts to improve efficiency of processes while simultaneously improving client workflows.
- Provides critical backend support by maintaining client servers and backend systems.

**Computer Science Education Research**

**June 2024 - August 2024**

*Research Assistant*

Bloomington, IL

- Developed and implemented specialized course materials to enhance understanding of complex computer science topics for new students.
- Collaborated with faculty to identify key areas of difficulty in computer science curricula.

**Illinois Wesleyan University**

**August 2023 - Present**

*Computer Science Teaching Assistant (Intro to Comp Sci | Algorithm Design & Analysis)*

Bloomington, IL

- Conducts multiple weekly tutoring sessions to provide support to students and help them develop a deep understanding of the course material.
- Assists professors in the grading of students work,
- Attends weekly meetings with professors where the direction of the class and the performance of the students is discussed. Collaboratively works to identify areas that require additional attention during lecture.

## Projects

**Neural Network Aimbot | Python, PyTorch, YOLO**

[GitHub Portfolio](#)

- Developed a neural network based aimbot using Python, PyTorch, and YOLOv5 object detection.
- Collected and labeled nearly **4,000** data samples for efficient model training.

**Multiplayer Video Game | Python, PyGame, Sockets & Threads**

- Designed a custom networking protocol for efficient server-client data transfer to support a smooth real time multiplayer experience.
- Utilized numerous Python libraries and tools to create an engaging game environment.

**Social Media Application | HTML, CSS, JS, Python, SQL, Flask**

- Collaborated with a team to develop an interactive and user friendly social media web application.
- Focused on front-end development, contributing to overall user interface and experience.

**Portfolio Website | HTMLS, CSS**

- Designed a personal portfolio website primarily using HTML, CSS, and JS, which is continuously updated to showcase current projects and acquired skills..
- Implemented custom CSS to facilitate a user friendly experience.

## Skills

**Languages:** Python, Java, JavaScript, HTML/CSS, C++, C, Rust, OCaml, MIPS, SQL

**Frameworks & Tools:** PyTorch, NumPy, TensorFlow, MySQL, SQLite, scikit-learn, Sockets & Threads

**Technologies:** Linux, Windows, MacOS, Git, VSCode, Jupyter