

Seth Bayle

sbayle@umich.edu ❖ (231) 215-6924 ❖ Ann Arbor, MI ❖ US Citizen

EDUCATION

University of Michigan

BS, Computer Science

Ann Arbor, MI

Graduated June 2025

- **Relevant Coursework:** Computer Game Design and Development, Data Structures and Algorithms, Intro to Web Systems, Computer Security, Intro to Artificial Intelligence

EXPERIENCE

University of Michigan Esports

League of Legends Varsity Captain

Sep 2020 - June 2023

Ann Arbor, MI

- Led a competitive esports team, demonstrating strong leadership skills in strategizing, coordinating, and motivating teammates to achieve goals.
- Fostered a collaborative team environment by facilitating open discussions, sharing insights, and valuing input, contributing to a cohesive team dynamic and enhanced performance.
- Thrived in rapidly changing game scenarios, adapting strategies to counter opponents and secure wins.
- Conducted post-game analysis to identify areas for improvement and refine future strategies.

Bethany Lutheran Esports

League of Legends Varsity Player

Jan 2022 - May 2022

Mankato, MN

- Received a full scholarship to play competitive collegiate League of Legends
- Contributed to team through gameplay and starting discussions about team issues to better achieve results

Walmart

Cashier

April 2019 - Sep 2019

Whitehall, MI

- Provided friendly and helpful assistance to customers, addressing inquiries and ensuring a positive experience.
- Performed precise and efficient payment processing, maintaining transaction accuracy

PROJECTS

Donut Delivery (C++)

- Implemented Prim's and Kruskal's algorithms to find Minimum Spanning Trees (MST), and TSP heuristics to approximate the Traveling Salesperson Problems (TSP) to achieve an optimal donut delivery path

Koscul (Unity)

- Designed and developed a horde survival game with a special physics mechanic to allow for player creativity and strategy variance

Arcane Archeress (Unity)

- Led game design decisions and helped develop a roguelike game with ability combination mechanics to allow for creative decisions regarding builds and variability in playthroughs

SKILLS & INTERESTS

- **Programming Languages:**
 - o **Advanced:** C++
 - o **Competent:** C, C#, Python, ARM, HTML/CSS, JavaScript (including AJAX)
 - o **Exposure:** Java, MATLAB, LUA
- Proficient in Google Colab, G Suite Applications, Windows, Unity, Git, Jira, React, REST API, SQL, Jupyter
- **Interests:** video games (competitive & casual), tabletop games (TCGs, TTRPGs, board games), Korean (Intermediate), guitar, music, Radiohead, rock climbing
- Ranked top 300 players in League Of Legends (Challenger Rank)