

Seth Bayle

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EDUCATION

University of Michigan

Ann Arbor, MI

BS, Computer Science

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

Sep 2020 - June 2024

League of Legends Varsity Captain

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 & led VOD reviews to identify areas for improvement and refine future strategies

Bethany Lutheran Esports

Jan 2022 - May 2022

League of Legends Varsity Player

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

April 2019 - Sep 2019

Cashier

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

Archeress Arcana (Unity)

- Developed, ideated, and tested a roguelike game with ability combination mechanics to allow for creative gameplay decisions involving builds & variability across playthroughs

Koscul (Unity)

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

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

Image Reconstruction (Python, PyTorch)

- Implemented a Variational Autoencoder (VAE) for image reconstruction, achieving effective model training, output visualization, and performance logging with Python and PyTorch

SKILLS & INTERESTS

- **Programming Languages:**
 - **Advanced:** C++
 - **Competent:** C, C#, Python, ARM, HTML/CSS, JavaScript (including AJAX)
- 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 (Near-Fluent), guitar, rock climbing
- Ranked top 300 players in League Of Legends (Challenger Rank)