

# Seth Bayle

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

---

## EDUCATION

University of Michigan

Ann Arbor, MI

BS, Computer Science

May 2024

- **Relevant Coursework:** Computer Game Design and Development, Data Structures and Algorithms, Intro to Computer Organization, Foundations of Computer Science, Programming and Intro to Data Structures

## EXPERIENCE

University of Michigan Esports

Sep 2019 - June 2023

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 to identify areas for improvement and refine future strategies.

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 (C++)

Donut Delivery

- 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

Star Wars Battle Simulator

- Using priority queues and implementing templated containers, inheritance and interface programming, and streaming algorithms, designed a program that could simulate a Star Wars battle

2D and 3D environments and puzzles

- Developed a program that effectively utilized Graph search techniques, implementing both BFS and DFS algorithms for route tracing, optimizing pathfinding capabilities for 2D and 3D environments and puzzles

Koscul

- A horde survival game built in Unity and designed with a special physics mechanic to allow for player creativity and strategy variance.

## SKILLS & INTERESTS

- **Programming Languages:**
  - o **Advanced:** C++
  - o **Competent:** C, C#, Python, ARM
  - o **Exposure:** Java, MATLAB, JavaScript, LUA
- Proficient in Adobe CC Applications, G Suite Applications, Windows, Unity, Linux, Git
- **Interests:** video games (competitive & casual), Korean (Intermediate), Adventure Time, guitar, music, Radiohead, rock climbing, art, comedy, traveling
- Ranked top 300 players in League Of Legends (Challenger Rank)