

William Flynn Yelton

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Education:

B.S. in Computer Science
University of Colorado Boulder

Graduation May 2022
3.35 Cumulative GPA

Relevant Computer Science Coursework: Algorithmes, Data Structures, Machine Learning, Human Computer Interaction, Artificial Intelligence, Robotics, Data Science, Software Development Methods and Tools, Linear Algebra, Computer Systems, Datacenter Scale Computing, Principles of Programming Languages, Operating Systems, Computer Security, Technical Writing

Technical Skills:

Programming Languages: Python, C, C++, Javascript, Scala, SQL, HTML/CSS
Platforms/tools/OS: Linux, Atom, VSCode, Github, Studio3T, mySQLWorkbench, Postgres, MongoDB, Google Cloud Platform, Anaconda
Frameworks: AngularJS, Flask, NodeJS, REST

Work Experience:

E-Commerce Team Member; Whole Foods Market
Package Handler; Fedex Ground (Boulder, CO)

July 2021 - November 2021
August 2020 - October 2020

Project Experience:

Saber Baseball Capstone, Lead Back End Developer | CU Boulder | Fall 2021-Spring 2022
Curve10

- Worked as the main back end developer on a project to update and revive a 5-year-old fantasy baseball simulation application.
- Lead the team in updating the backend, which was written in the angular framework, to use ES6 format. Updated all asynchronous functions to make use of async/await calls.
- Used github branching and pull requests to effectively collaborate with the project team.
- Added a “sandbox” mode feature to the simulation tool. The sandbox mode allows the user to run a simulation with any players from their league, even if the player was ruled ineligible by the league.

Car Driving Agent, Project Team Member | CU Boulder | Spring 2022

Machine Learning

- Created an Agent who could learn to play a simple racing game from the OpenAI Gym environment.
- Used the NEAT reinforcement learning algorithm to train our Agent.
- Most of the development time of this project was spent tuning the heuristic function, the function which gives a grade to the agent. Properly rewarding the agent for good driving / bad mistakes was the most challenging part of the project.

Kubernetes Deployed Inventory Management System, Developer | CU Boulder | Fall 2021
Datacenter Scale Computing

- A simple order and inventory management system for a retail store deployed with kubernetes. A store or many stores would send inventory data to a worker node(s) which populates a simple database.
- The REST front end is used to send data to the worker, keep track of numbers for the inventory and will create itemized receipts for customer orders.
- RabbitMQ and redis were used to implement a simple messaging queue and database respectively.

Coffee Shop Review Website, Project Team Member | CU Boulder | Spring 2020

Leadership Experience: