# **WYATT LYDA**

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### Summary

Motivated Computer Science undergraduate with hands-on experience in C++, C, Python, and AI development. Proficient in designing data structures, implementing machine learning models, and collaborating on programming projects. Seeking a Software Engineering Internship for Summer 2025 to contribute to innovative solutions and gain practical experience.

#### Education

University of Colorado at Boulder | Bachelor of Science in Computer Science

Anticipated Graduation: May 2027 | Current GPA: 3.835

- Honors: Academic Honors Fall 2023, Spring 2024, and Fall 2024.
- Relevant Coursework: Algorithms, Software Development Methods and Tools, Computer Systems, Data Structures, Introduction to Computing, Linear Algebra, Discrete Structures, Calculus 2, Calculus 1, Physics 2, Physics 1, Group Interaction, Critical Thinking, and Ethics and Information Technology.

## **Academic Projects**

CSCI 2270: Data Structures: Restaurant Reviews

- Created a Hash Table and Linked List using chaining collision resolution, as well as a priority queue implemented with a heap binary tree in C++ to design a data structure that stores, retrieves, and manipulates restaurant reviews.
- Each node in the Linked List represented distinct restaurants with the same hash values.
  Each node contained a priority queue of reviews for that restaurant sorted by the time of a particular review.
- Developed a user-friendly menu interface enabling users to add, retrieve, and remove reviews, display reviews for a specific restaurant, and visualize hash collisions.

CSCI 1300: Introduction to Programming: Candyland Board Game

• Utilized Classes and Structures in C++ to make a unique rendition of the classic Candyland board game. Created different .txt files with certain formatting to read different candy types, characters, and riddles that a player could use or answer throughout the board game to their advantage.

- Designed and formatted external .txt files to store and read data for candy types, characters, and riddles, enhancing gameplay mechanics and player interaction.
- Implemented a Player Class to manage gameplay attributes, including stamina (limiting the number of turns), gold (used to purchase candies), and an inventory of candies for strategic use, such as reducing an opponent's stamina or protecting against their actions.
- Created a Board Class to manage game elements, including visualizing the game path, updating player positions based on card draws, and integrating special tiles that influence game outcomes.

Machine Learning and the Social Implications of Al: Exoplanet Predictor

- Developed an Artificial Intelligence model to predict exoplanet presence using publicly available NASA datasets containing detailed exoplanet information.
- Collaborated with a 3-person team on Google Colab to preprocess data, train the AI model on relevant features, and evaluate its predictive accuracy.
- Delivered a comprehensive final presentation outlining the methodology, data processing techniques, model architecture, and results.

Entrepreneurship and Product Design: Déjà Cue

- Designed a unique program in Python to help students memorize information by matching up their input information to the syllables and timing of lyrics in a song of their choice.
- Utilized Scrum methodology over a year-long development cycle to ensure efficient planning of project milestones and successful implementation of the product concept.
- Integrated multiple Python APIs and employed advanced coding strategies to build the program from scratch, optimizing performance and handling the program's complexity.

# **Work Experience**

Chipotle Mexican Grill – Crew Member

May 2024-August 2024

 Prepared various foods according to customers' orders or supervisors' instructions, following approved procedures. Responsible for multiple roles such as prepping the food, washing dishes, cashiering, maintaining a clean work area, and working in the line serving customers their food.

Big Burrito Restaurant Group – Busser

May 2023-August 2023

• Involved removing tableware between courses and clearing and resetting tables after guests leave, taking used silverware, dishes, and glassware to their appropriate stations for washing as well as restocking appropriate areas.