

Phone: (618) 553-0037
Email: wyatt.revalee@gmail.com

Wyatt Revalee

Portfolio: wyatt-revalee.netlify.app
LinkedIn: linkedin.com/in/wyatt-revalee

EMPLOYMENT

- | | | |
|--|--------------------------|----------------------|
| Software Engineer, Information Technician | Flying S Inc | Aug 2023 - Present |
| <ul style="list-style-type: none">Full Stack Development: Creation and refactoring of internal software application used for traceability and time tracking of company work orders. Refactored existing code which took up 50% less storage space. .NET/C#/WinFormsInformation Technology: Designing and managing interconnected IT systems. Diagnosing and addressing all manner of hardware and software issues. Active Directory Administration / NetworkingCybersecurity: Implementing robust cybersecurity protocols to fortify against digital threats. Training users on proper cybersecurity safety protocols. Windows AD, CMMC | | |
| Computer Technician | Indiana State University | Sep 2018 - Feb 2020 |
| <ul style="list-style-type: none">Diagnosed hardware and software issues by engaging directly with users, employing diverse software and hardware testing methods for swift resolution.Spearheaded the preparation and deployment of machines across campus for faculty and staff, ensuring seamless functionality.Proficient in Operating Systems, Computer Repair, Computer Networking, Troubleshooting, Information Technology, and delivering exceptional Customer Service. | | |
| Various Positions | Multiple Companies | Feb 2020 – July 2023 |
| <ul style="list-style-type: none">Held various positions over different locations, none with relevance to my software/technology skills. | | |

SOFTWARE PROJECTS

Personal Website: wyatt-revalee.netlify.app

All projects use GitHub for version control: github.com/wyatt-revalee

Game Development

- 2D Platformer created with Unity and C#. Multiple levels with some randomization. Hand-drawn assets.
- Balancing multiple scripts and objects in one seamless environment. Nearly every game object has one or more C# scripts attached.
- Utilization of custom data types and classes
- Utilization of JSON data for level loading

Social Media App

- Developed a web app using React and MongoDB that allows users to connect and make posts for their friends to see.
- RESTful API connecting front end to MongoDB
- Users can upload images and text for posts, follow friends to see them on their feed, customize their accounts, etc.

Author Identification - Data Science

- A project that aims to determine if a book is written by a certain author depending on word usage.
- Created with Python, Pandas, and Jupyter Notebook.

EDUCATION

- | | | |
|---|--------------------------|---------------------|
| Terre Haute, IN | Indiana State University | Aug 2018 – May 2023 |
| <ul style="list-style-type: none">Major: Computer Science, B.A.Programming Coursework: Discrete Structures, Systems Programming, Software Engineering, Systems Programming, Object Oriented-ProgrammingExtra-curricular: Pi Kappa Alpha, Volunteer Work | | |

SKILLS

Languages: C#, Python, JavaScript, HTML/CSS, SQL, MongoDB | Software: React, Microsoft Office, .NET, Git |
Soft Skills: Teamworking, problem-solving, flexibility, customer service, communication