WYATT O'CONNELL

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EDUCATION

University of Virginia, School of Arts and Sciences   Charlottesville, VA
B.A. Computer Science, Minor in Technology Entrepreneurship   May 2025
GPA: 3.76 | Dean's List (Fall 2021-Fall 2024)

Relevant Coursework: Data Structures and Algo I & II, Discrete Math and Theory I & II, Computer Systems and Org I & II, Software Dev Essentials, Advanced Software Dev, Intro to Cybersecurity, Internet Scale Apps, Programming Languages for Web Apps, Computer Game Design, New Product Development, Intro Data Science with Python, Algorithmic Investing, CS Education Practicum

SKILLS

Coding Languages: Java, Python, C, Javascript, Typescript, CSS/HTML, SQL, Perl, PHP, SASS/SCSS
Tools: Django, Node.js, React, Angular, Kubernetes, Docker, Git, Agile Methodologies

INTERNSHIPS

KBR, *Software Development Intern, Chantilly, VA*   May - August 2024
- Collaborated with a team of 8 to develop a digitally engineered space system testing workflow
- Leveraged Kubernetes to orchestrate application containers and databases
- Developed an Angular frontend application to intuitively display data using JavaScript libraries
- Constructed and managed a MySQL database for querying testing data

EXPERIENCE

Programming Languages for Web Apps, *Teaching Assistant, Charlottesville, VA*   January 2025 - Present
- Collaborate with faculty to design and refine a curriculum focused on modern web application programming languages
- Advise student groups on the feasibility and best practices for their web application projects, ensuring alignment with design goals and industry standards
- Grade tests and project sprints, providing constructive feedback to enhance student learning

Outlier AI, *AI Trainer, Remote*   December 2023 - Present
- Engineer edge-case prompts and solve intricate programming challenges during monthly projects
- Construct in-depth analysis of AI generated code used for training LLMs at Meta, Microsoft, OpenAI, and more

Trinity On The Corner, *Bartender, Charlottesville, VA*   May 2022 - January 2025
- Partnered with a team of 3 other bartenders and 12 bouncers to maintain a safe work environment
- Created a welcoming atmosphere for guests with a helpful and genuine attitude
- Showed willingness to work demanding shifts during late nights, double shifts, and weekends

RELEVANT PROJECTS

Intersections, *Angular App*   May 2024 - Present
- An original daily puzzle game in the style of New York Times' Wordle and Connections

BestBet, *Full Stack PHP and JS Web App*   February - May 2024
- A fictional sports betting application where users can compete with friends

Lost & Found, *Google Maps Django App*   October - November 2023
- Collaborated with a group of 5 to design and implement a web application that helps students locate lost items
- Utilized Scrum to remain constantly iterating and sharing feedback

The Niche Index, *Spotify API React App*   May - August 2023
- Retrieves user's Spotify data to calculate an overall "Niche Index" that represents the obscurity of the user's music taste

EXTRACURRICULAR ACTIVITIES

Sigma Chi Fraternity, *House Manager*   January 2024- Present
- Managed and appropriately allocated a $10,000 house supplies budget
- Outsourced repairs and maintenance to the appropriate contractors and specialists

Project Code, *Member*   October 2023
- Joined a team to create a mobile app that helps UVA students avoid long waits at bars and restaurants

Other Orgs: Club Handball, Club Tennis, Outdoors at UVA