

Richard “Wylie” Glover

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SUMMARY

A recent graduate in Computer Science, I hold a bachelor’s degree and boast expertise in programming languages like C/C++, Java, Python, and JavaScript. Proficient in software testing principles and adept in using Selenium for robust automation, I am dedicated to crafting secure, scalable, and optimized code.

Thriving in Agile environments, I contribute to end-to-end technology solutions aligning with both product and technology roadmaps. Recognized for innovative problem-solving and a collaborative approach, I am driven to excel within cross-functional teams. Seeking opportunities in a forward-thinking organization valuing continuous learning and impactful contributions.

EDUCATION

Georgia Southern University

Bachelor of Science in Computer Science

Graduated: December 2023

Camden County High School

High School Diploma

Graduated: May 2018

PERSONAL PROJECTS

WylieGlover.com

- Launched WylieGlover.com, a React.js-based personal website housing my resume and project portfolio. This platform offers a streamlined presentation of my technical expertise and past projects, serving as a centralized hub for showcasing my skills in software development.

VizDataAcademy.com

- As part of a dedicated team, I spearheaded the development of VizDataAcademy, an innovative application designed to engage middle schoolers in data manipulation through interactive graph and chart visualization. Utilizing a Django-based platform hosted on a Linux server, our website, accessible via the secure HTTPS link <https://vizdataacademy.com>, empowers students to explore diverse graph types. Extensive JavaScript integration enables dynamic modifications to graphs, fostering an intuitive learning environment where users can effortlessly swap datasets. This project, initiated by a former professor, reflects our commitment to fostering a deeper understanding of data visualization techniques among students.

Portable Executable File Parser

- Employed Qt and C++ to create a sophisticated parser capable of mapping intricate data structures extracted from binary code files, seamlessly integrating them into the application's memory. Leveraging logical operations, I efficiently assigned variables in alignment with these data structures. This robust implementation facilitated the development of an intuitive graphical user interface (GUI) presenting comprehensive information of Portable Executable files. The GUI elegantly showcases detailed insights into these files, enhancing user understanding and accessibility.

YouTube Clip Scraper

- Developed a Python-based scraping tool, utilizing libraries like requests, moviepy, and pytube, capable of extracting HTML content directly from YouTube video pages which then finds the most replayed segments in a video and clips them for the user. This tool enables the seamless compilation of engaging videos by extracting and assembling these segmented clips from various videos.

Twitch Chat Bot

- Developed a Python-based chat bot leveraging Twitch's API to actively monitor and respond to user commands within the Twitch chat environment. The bot enables users to track specific metrics, including deaths, wins, and losses, during gaming sessions. These metrics are stored in a database and accessible to chat users through commands such as “!deaths”, “!wins”, and “!losses”. Upon entering a command, the chat bot retrieves and displays the requested results in the chat. Additionally, users can inquire about the streamer's overall Win/Loss (W/L) ratio throughout a streaming session using the “!w/l” command. Furthermore, the bot allows for the resetting of these tracked metrics, providing enhanced interactivity and functionality within the Twitch chat ecosystem.

TECHNICAL SKILLS

Programming Languages: C/C++, Python, Java, JavaScript, CSS, HTML

Platforms and Frameworks: Django, Selenium, Windows, Linux, Ruby on Rails

Experience: Proficient in software testing principles, 3 years C/C++ & Java, 1 year Python

Other: Microsoft Office Suite, Typing speed: 100+ WPM

WORK EXPERIENCE

McDonald's | Crew Member

July 2015 – April 2016

HOBBIES & INTERESTS

- Actively expanding my knowledge of neural networks and their implementation in Python.
- Continuously undertaking challenging projects to enhance my programming skills and broaden my expertise.
- Working alongside an old professor to create video games in Unreal Engine 5.
- Enthusiast of PC building and understanding the internal components.