

Liam Wynn

Portland, Oregon

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Qualifications This is qualification 1. This is qualification 2. This is qualification 3. This is qualification 4. This is qualification 5.

Education

Portland State University

B.S., magna cum laude, Computer Science, Mathematics Minor

Portland, Oregon

2014 - 2019

- GPA: 3.85
- Academic Honors: Dean's List (7 semesters).
- Inducted into Phi Kappa Phi National Honor Society 2018.

Experience

Standard Insurance Company

Software Development Intern

Portland, Oregon

July 2018 - November 2018

- Worked on the back end of web applications using Java and Springboot.
- Did code reviews, unit testing, and agile/scrum software development.
- Worked with several other teams to complete projects.

Portland State University, Portland

Computer Science Tutor

Portland, Oregon

April 2016 - August 2019

- Assisted lower division Computer Science students with their course work and development endeavors.
- Helped students with problems that ranged from systems programming to rudimentary logic and discrete mathematics.

Projects

Raycore - C

April 2018 - Present

A game engine built around ray casting which is a technique for rendering pseudo-3D environments. Rendering uses several numerical approximations and low-level optimizations to improve runtime efficiency.

Texture Generator - Python, Tensorflow

November 2018 - Present

Employed a variational autoencoder to generate texture images. Both the encoder network uses a convolution layers with leaky ReLU activation. The decoder uses transposed convolution layers

with leaky ReLU activation. Uses the Adam Optimizer algorithm to train.

VA Audiology Web App - *Typescript, Node.js, SQL*

January 2019 - June 2019

For my senior capstone project, I worked with a team to add a back end to an existing application for the VA. This included a SQL database, a Node.js backend, and rewriting several parts of the existing front end to utilize the latter two systems.

Technical Skills

C, C++, C#, Python, Java, Javascript, SQL, x86-64 Assembly, Haskell

GNU/Linux, Vim, GDB, Valgrind, Tensorflow, NumPy, OpenGL, SDL, jQuery, Node.js