

# Flynn Lyon

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## EDUCATION

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### University of Michigan

Aug 2021 – May 2025

*B.S. in Computer Science, Asian Studies - 3.67/4.00 GPA*

*Ann Arbor, MI*

- ◆ **Coursework:** Applied GPU Programming, Data Structures & Algorithms, Web Systems, User Interface Development, Game Development, Foundations of Computer Science, Data Analytics, Honors Calculus 2, Business Chinese, Advanced Chinese Reading & Writing

## EXPERIENCE

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### Joyent

May 2023 – Aug 2023

*Software Engineering Intern*

*Kansas City, MO*

- ◆ Designed and built internal command line tools to store and organize benchmarks from io-testing with **Go**, **Cobra CLI**, and **SQLite 3**. Contributed over 6000 lines of code towards a final release
- ◆ Constructed over 150 unit tests, ensuring behavior of command line tools were as expected

### Kappa Theta Pi Professional Technology Fraternity

Jan 2022 – Present

*Director of App Development, Vice President of Technical Development*

*Ann Arbor, MI*

- ◆ Onboarded and managed a team of 30+ project managers, developers, and designers during production of a mobile application built using **Dart**, **Flutter**, **Android Studio**, and **Firebase**.
- ◆ Maintained **App-Store** and **Google Play Store** pages, ensuring consistency across **iOS**, **Android**, and web app builds, totaling over 1,750 downloads and 35,000+ impressions on iOS alone
- ◆ Implemented a custom cache for database records, reducing Firestore Database traffic by over 30%

### Atlas Digital Consulting Group

Sept 2021 – Jan 2023

*Software Developer, Director of Recruitment*

*Ann Arbor, MI*

- ◆ Collaborated with a local Detroit park to build a website utilizing **HTML**, **CSS**, **Javascript**, and a dynamic map library, **Leaflet**, deploying on Chrome to 100s of park visitors
- ◆ Directed 3 semesters of club recruitment processes by managing applications, assessments, and interviews of over 500 applicants, leading to acceptances of over 30 developers and designers

## PROJECTS

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### Unity Voxel Engine

Mar 2024 – Present

- ◆ Engineered a custom event-based multithreaded voxel engine using **Unity** and **C#**
- ◆ Researched and implemented multiple optimization algorithms including frustum culling and greedy meshing, resulting in an in-game performance improvement of over 100 fps

### Social Media Web Application

Sept 2023 – Oct 2023

- ◆ Created a social media web application from scratch by employing **HTML/CSS**, **Jinja**, **Python**, **Flask**, **SQLite**, and **ReactJS** to ensure seamless full stack functionality and scalability
- ◆ Utilized REST API and HTTPS architecture to encrypt and route user data, ensuring security

### Personal Website

Aug 2022 – Present

- ◆ Drafted website schemas in **Figma** and developed website functionality with **HTML**, **CSS**, **Javascript**, and **Bootstrap**. Hosted via Git Pages and Squarespace Domains (<https://flynnlyon.dev>)

## SKILLS & INTERESTS

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**Skills:** C/C#/C++, Unity, Dart, Flutter, Firebase, Go, SQL, HTML, CSS, Javascript, Bootstrap, Python, Git, Figma

**Professional Interests:** Web Development, App Development, UX Design, Front End/Full Stack Development

**Personal Interests:** Chinese (Working-Proficiency), Keyboard Building, Piano, Matcha, Diving