

Wyatt Israel

Software Engineer

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EXPERIENCE

Yale University, New Haven, CT — *Software Developer*

OCTOBER 2017 - PRESENT

- Helped develop the Trellis software package for mapping and surveying networks in the browser
- Worked on the Breadboard development platform used to conduct game theory experiments online in real-time

DISH Network, Englewood, CO — *Analyst/Developer II*

SEPTEMBER 2016 - MARCH 2017

DISH Network, Englewood, CO — *Analyst/Developer I*

SEPTEMBER 2015 - SEPTEMBER 2016

- Designed and developed several core applications for the Sales Department
- Actively maintained and supported AngularJS/NodeJS based sales tools
- Automated data collection from API's using Python

University of Colorado, Boulder, CO — *Student Developer V*

MAY 2014 - MAY 2015

- Developed applications to automate Registrar processes using .NET and iMacros
- Setup and provisioned Linux VM's for internal software development
- Contributed PHP coding to the development of Registrar's official Drupal website

University of Colorado, Boulder, CO — *Student Assistant I-V*

SEPTEMBER 2010 - MAY 2014

- Supervised students performing imaging tasks including digitizing most Registrar paperwork
- Automated tracking of workflow and assisted with batch processing of Registrar paperwork using VBA and Python scripting

EDUCATION

University of Colorado, Boulder, CO — *B.S. Mechanical Engineering*

SEPTEMBER 2010 - MAY 2015

SKILLS

- AngularJS
- VueJS
- NodeJS
- Flask
- MySQL
- Google Cloud App Engine

AWARDS

2017 - Extra Mile Award
for going above and
beyond at Dish Network

2014 - 1st Place, Advanced
Category in CSCI 1300
game development
competition for Bulldozer
game

LANGUAGES

JavaScript, Python, PHP,
Java, Go

HTML, CSS, SASS, Stylus

SQL

PROJECTS

Pancakes.js — *2D JavaScript game engine*

Bulldozer — *HTML5 remake of the Windows 95 puzzle game*