Walter Mays

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Education

University of Nebraska-Lincoln — **Expected Graduation 2021**

Sophomore student in the Raikes School of Computer Science and Management, a highly selective program that emphasizes synthesis of business and computer science concepts and hands-on learning.

Relevant coursework: Software Development I-II, Algorithms, Finance, Software Engineering, Machine Learning, Macro and Micro Economics, Financial and Managerial Accounting, Statistical Analysis

Honors: Dean's List 2018, Raikes Foundation Scholarship, UNL Chancellor's Scholarship, 3.86 GPA

Work Experience

Cboe Global Markets — **May – August 2018**

Interned at the Lenexa, KS office of Cboe Global Markets. Work focused on batch job processing, environment configuration, diagnostics, report generation, and tooling. Redesigned and rewrote batch reporting framework used for internal and client-facing reports. Developed tools to generate centralized configuration for over 30 environments.

Chadron State College IT — **May – August 2017**

Student worker in IT Department at Chadron State College. Included system administration and domain management tasks. Mapped out physical and logical system layout for easier management and diagnostics.

Skills

Proficient: Java (7 yrs.), Python 2 and 3 (4 yrs.), Git, LaTeX, Command Line, UNIX Development Environment

Working Knowledge: C, Assembly, Javascript, CSS, HTML, SQL, Dataframes, Lua, Unit Test Frameworks for Java, Javascript, and Python

Personal Projects

Personal Website: Design and maintain a website and blog at waltermays.com. Built using the Jekyll static site generator with a fully custom theme and custom Javascript functionality.

ExtempFiller: Co-designed and implemented a program to search and scrape web pages for articles pertaining to multiple specified topics. Built using Java Swing, Readability for content extraction, and Evernote for data storage.

Tortis: Designed and implemented a clone of Tetris in C. Runs in a UNIX-like terminal using the ncurses library.

Puzzle Prizon: Entry for Ludum Dare 41, a 48-hour video game development competition. Built using Lua and the LÖVE2D rapid prototyping framework. Includes custom art, music, and sound effects.