

Wyatt Murray | Software Engineer

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Relevant Work Experience

Machado Labs NCSU October. 2025 – March 2026 | Full Stack Engineer

- Developed and maintained a multi-state biosecurity application (Spring Boot/Angular) to streamline USDA-compliant supply plans for beef, swine, and poultry producers.
- Engineered automated data transformation scripts using **Python pandas**, migrating complex researcher datasets into production-ready schemas while providing developer insights through developer focused webhooks.
- Refactored a legacy prototype into a performant dashboard, visualizing cumulative infection trends over time for regional poultry and swine sectors.
- Implemented advanced filtering for state-level auditors using **Java Criteria API**, enabling historical tracking of plan approvals via custom audit tables.
- Modernized PDF generation modules to dynamically map to updated data structures, ensuring accurate reporting for regulatory compliance.

Style Studios Apr. 2025 – October 2025 | Gameplay Programmer | Remote

- Led technical coordination and mentorship for a remote team, conducting code reviews to enforce modularity and maintainability.
- Optimized core game loops using **Unity ECS (Data-Oriented Design)**, achieving a measurable performance gain of **12%** (9 FPS) on clients and **20%** (17 FPS) on host machines compared to prior refactors.
- Architected a high-concurrency networking layer to support seamless real-time synchronization in a VR multiplayer environment.
- Authored custom Unity Editor tools to empower designers, reducing content iteration time and streamlining the deployment of game updates.

Project VRS Dec. 2023 - May 2024 | Personal Project

- Developed an immersive flight control system for a VR spacecraft simulator, enabling comprehensive dual-joystick functionality and real-time management of subsystems like targeting and power delivery.
- Collaborated with a team member to achieve a physics-simulated flight system with 3D controls, enhancing gameplay realism and player engagement.
- Designed and implemented a dynamic combat environment featuring waves of enemies with customizable missions, unique factions, and integrated positional tracking turrets and missiles, all managed with **Git** and **GitHub** for version control.

Custom Github Pages API Sept 2025 | Personal Project

- Architected a decoupled portfolio ecosystem using a **RESTful ASP.NET Core API** backend and a dynamic front-end consumer.
- Engineered scalable endpoints for project telemetry and skill management, reducing manual site updates by automating content delivery via **C#**.

Education & Certifications

Wake Technical Community College | Raleigh, NC *Associate in Applied Science, Simulation and Game Development Programming*

Honors: Eagle Scout with 3 Palm Honors

Technological Skills: C# (.NET/ASP.NET Core), C++, Java (Spring Boot), TypeScript, Python, SQL, Angular, Git, Unity Engine (ECS/Data-Oriented Design), Meta Quest Dev Hub, Docker & Containerization, IAC (Terraform), CI/CD, Atlassian Suite

Interests: Home Lab Building & Management, Leatherwork, 3D Printing