Autumn Wright (legal: John Wright)

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Objective

Seeking a software engineering position employing my skills in object-oriented programming, C#, C++, Python, Java and other programming languages. Available December 2025.

Education

North Carolina State University (NCSU), Raleigh, NC **GPA: 3.3**
Master of Science, Computer Science Expected December 2025

Rochester Institute of Technology (RIT), Rochester, NY **GPA: 3.4**
Bachelor of Science, Game Design & Development August 2023

Skills

Programming Languages: C#, C++, Python, MATLAB, Java, JavaScript, HTML/CSS, Dart
Tools: GitHub, Flutter, MongoDB, Neo4j, DirectX, Maya, Unity, Unreal, SDL3
Relevant Coursework: Design & Analysis of Algorithms, Contemporary Non-relational Databases, Multi-platform Media App Development, Introduction to AI, Neural Networks, Automated Learning & Data Analysis, Computer Networks

Work Experience

Software Engineer Intern, Cisco Systems – Research Triangle Park, NC *Summer 2024*

- Refactored C++ code base managing Cisco device product specifications, improving readability, maintainability, and functionality.
- Developed a Python script to automate forwarding of error reports between issue-tracking systems.

Software Engineer Intern, NetApp – Research Triangle Park, NC *Summer 2022*

- Developed a C++ diagnostics suite for collecting network drive performance data for use by the cloud based OS.
- Developed an anomaly detection program for network drive performance utilizing Python and the PyCaret library.

Instructor, iD Tech – Remote *Summer 2021*

- Taught the foundations of 3D game development to groups of students (ages 9-12) utilizing the Roblox Engine.
- Introduced students to basic programming concepts through Lua scripting.

Software Engineer Intern, Cisco Systems – Research Triangle Park, NC *Summers 2017, 2018, 2019, 2020*

Automated DRAM Analysis

- Created a Python class structure to automate DRAM EyeScan post-route simulation results and plot for analysis.
- Implemented methods to export the data as reloadable pickle files or as a readable HTML report.

SiCAD (Signal Integrity CAD)

- Developed an automated PCB padstack analysis tool in MATLAB. Implemented functions to ensure design integrity, specifically the calculation of breakout symmetry, overlapping routes, and dual-tracked routes.
- Created a MATLAB function to maintain a MySQL part database validated against the latest data from multiple manufacturers.

S-parameter Tool

- Developed a comprehensive MATLAB tool to efficiently view and analyze scattering-parameters for a variety of PCB designs.
- Solicited user feedback from the Signal Integrity Team and developed new features to assist in hardware development.

Projects

Shade Walk – Top-down Stealth Game *November – December 2021*

- Led gameplay programming and GitHub version control for a five-person development team using Unity and C#, overseeing merges and maintaining code integrity.
- Implemented core gameplay systems including a spell-casting state machine, AI pathfinding, and UI components.

rEDH (random Elder Dragon Highlander) – Interactive Website *September – October 2021*

- Built a Javascript web app to generate random Commander-legal decks with chained fetch requests to the Scryfall API.
- Developed reusable HTML/CSS Web Components and styled the responsive front-end with the Bulma CSS framework.

Leadership

Boy Scouts of America – Eagle Scout

- Eagle Project – October 2016
- National Youth Leadership Training – 2015
- Order of the Arrow – Inducted 2014
- Patrol Leader – Recurring