

GRAHAM FLETCHER WELLS

New York, NY 10022 • (513) 800-9555 • wellsfletcher@gatech.edu
github.com/wellsfletcher • linkedin.com/in/wellsfletcher • wellsfletcher.com

Education

Georgia Institute of Technology • Atlanta, GA *August 2019 – August 2022*
• B.S. Computer Science with triple concentration in AI, Computer Graphics, and Simulation *GPA: 3.93/4.00*

Work & Experience

Amazon • *Software Development Engineer* • New York, NY *September 2022 – Present*

IBM • *Software Engineer Intern* • Columbus, OH *May 2021 – August 2021*

- Debugged and designed UI for asset management web application written in React.
- Designed iOS app for intern hackathon to help people experiencing homelessness locate fresh water sources. Won 2nd place among 500+ participants.

Leidos • *Software Engineer Intern* • Dayton, OH *May 2020 – August 2020*

- Automated test cases for drone surveillance application. Designed development workflow for structuring and organizing maintainable test cases. Voluntarily documented all work and findings to assist future employees.

Ohio State Department of Agriculture • Computer Science Research Intern • Columbus, OH *May 2019 – August 2019*

- Refactored MATLAB application for composing routes for autonomous tractors. Added GUI and expanded functionality to include drawing complex field shapes and avoiding obstacles.
- Programmed sensor to remotely collect crop data while attached to a drone.
- Automated procedure for creating binary messages and eliminated huge bottleneck in evaluating tractor performance.

Projects

- **Omni-Directional Robot Project**: Won 1st place for Best Engineered Robot and 3rd for Most Consistent among 80+ teams in 2019 FEH Robotics Competition. Used OpenGL to design competition course simulation and visualization tool that drastically expedited testing and development of robot.
- **Wet Floor Sign Game**: Designed game and physics from scratch for microcontroller. Created microcontroller emulation on MacOS to develop project outside of class.
- **Planetarium.place**: Designed full-stack, multiplayer, 3D painting application using React, Three.js, PHP, and NoSQL database.
- **VR Tree Pruning Tool**: Led research team to build VR tool for identifying optimal peach tree branches to prune.
- **Name Chat**: Created and published full-stack, iOS messaging application using Swift and Firebase.

Leadership & Activities

- **iOS Club Officer**: Taught iOS development to team of 20 people. Helped team build social media app for finding classmates.
- **AI Club Secretary**: Created weekly newsletter and maintained club website. Collaborated with other clubs to host events.
- **Eagle Scout**: Engineered outdoor classroom for Mariemont High School.
- **Other Organizations**: Boxing Club, Georgia Tech Delta Chi, Outdoor Recreation GT, Krav Maga, Taekwondo (black belt).

Skills

- **Dev. Languages**: Java, C/C++, C#, MATLAB, HTML, Python, SQL, JavaScript, Swift, Kotlin, PHP, Bash, UML, Processing.
- **Libraries & Frameworks**: Git, React, SwiftUI, OpenGL, AWS, Redis, Firebase, JQuery, REST, Material UI.
- **Software**: SolidWorks, Blender 3D, Unity, Simulink, UNIX, Adobe Photoshop, LabVIEW, Microsoft Office Suite, Docker.
- **Communication**: English (native), Latin (advanced), technical reports & drawings, presentations, Agile Development.
- **Coursework**: Machine Learning, Computer Graphics, Algorithms, Data Structures, Simulation, Game Design, Databases.