

WAYNE MITCHELL

630.400.4488 | cj.mitchelljr@yahoo.com | Plainfield, IL | [linkedin.com/in/wayne-mitchell-14363289](https://www.linkedin.com/in/wayne-mitchell-14363289) | github.com/cjmit18

SUMMARY

- Aspiring software developer with hands on experience in C++, Python, and JavaScript, focused on systems level programming and software architecture.
- Builds modular, layered applications from scratch, including a desktop staff management system (C++, Qt6, SQLite) and a custom game engine covering rendering, AI behavior, and event systems.
- Applies data structures, memory management, and design by contract principles to write maintainable, testable code.
- Brings process improvement and cross functional collaboration experience from leading a 5S initiative that reduced facility downtime by 20% across a 2 million square foot operation.
- Completing a Bachelor of Science in Computer Science at Lewis University.

TECHNICAL SKILLS

Programming Languages: C++, C, Python, Java, JavaScript, SQL

Systems & Architecture: Data Structures, Operating Systems, Systems Analysis and Design, Networking Fundamentals, Memory Management, Design by Contract, Modular Architecture, Data Oriented Design

Software Development & Tools: Git, CMake, Qt6, SQLite, Google Test, JSON, raylib

Web Development: HTML, CSS, JavaScript

Data & Analytics: Data Analytics, R Studio, Advanced Statistics, MSSQL

Productivity: Microsoft Office

EDUCATION

Bachelor of Science in Computer Science, Artificial Intelligence Minor Expected May 2028
Lewis University, Romeoville, IL

Associate of Applied Science in Computer Programming, GPA 3.4 May 2026
Joliet Junior College, Joliet, IL | Graduated with Honors

Associate of Applied Science in Culinary Arts, GPA 3.0 September 2024
Kendall College at National Louis University, Chicago, IL

PROJECTS

StationIQ | Personal Project In Progress

- Architecting a layered C++ and Qt6 desktop application, with separate UI, service, repository, and database layers, to manage employee records, training certifications, and shift assignments.
- Designing a greedy constraint satisfaction algorithm that automatically assigns staff to workstations based on certification and availability.
- Building a scored suggestion engine that recommends cross training opportunities to improve team coverage.
- Implementing persistence with SQLite through Qt SQL, managing the build with CMake, and automating Windows packaging with windeployqt.

RPG Game Engine (C++) | Personal Project In Progress

- Building a modular game engine from scratch in C++, covering rendering, combat, inventory, AI behavior, and event systems.
- Designing a tile based map architecture (Map, Chunk, Tile) with a clean abstraction for querying world data.
- Applying data oriented design alongside custom Design by Contract macros to improve performance and catch invalid state early.
- Planning scripting and modding support so gameplay systems can be extended without changing engine code.

WORK EXPERIENCE

Cresco Labs, Joliet, IL Jan 2025 to Present
Kitchen Agent

- Producing high quality small batch products under strict regulatory compliance.
- Maintaining meticulous batch and process records for full traceability.
- Collaborating with R&D and Quality teams to test and refine product formulations.
- Standardizing production workflows, improving consistency and reducing rework.

Amazon, Channahon, IL Aug 2021 to Mar 2025
5S Team Lead

- Led 5S implementation across a 2 million square foot facility, boosting efficiency and reducing downtime by 20%.
- Trained staff on organization, safety, and process compliance, reducing workplace injuries and increasing overall productivity.
- Conducted workflow audits and optimized supply replenishment to maintain productivity.
- Streamlined facility workstation layouts to enhance safety and speed.