

Sky Batchelor

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Professional Summary

Bringing collaboration, optimization and thoroughness to software development, I implemented an optimized stream deck and scene setup for my casting team that simplified the process of changing team score from five clicks in specific menus of the program to a single button press on an external tool using a self-made intermediary program.

Industry Experience

Enterprise Project, EnergyLab, 1/2026-3/2026: Worked as a full stack developer on a client management portal using React for frontend and C# for backend | Was responsible for the entire development process (writing, testing, deploying) | Consistently 2-3 tasks ahead of the sprint schedule | Highest Performer in my team based on development tasks pushed

Enterprise Project II, Eden Arts Festival, 3/2026-6/2026: Worked as team lead and a full stack developer for the Eden Arts Festival website | was responsible for aiding in communication between our enterprise partner, the rest of the enterprise intern team as well as the enterprise project director at Neumont university | Our team was in charge of Developing, testing, deploying and advising our partner on the best platform and actions for the website with the requirements they defined | Used strong scrum based development framework to ensure work got done

Enterprise Project III, UBCC, 6/2026-present: Working with a strong team to build out a website for businesses and customers alike | Full stack developing the project from the ground up choosing the technologies best suited to the client's needs | Developing real time chats for business to client and business to business communication

Other Experience

Casting President, Neumont University, 11/2025-Present: Working as the lead of Neumont's casting team | Responsible for vetting and training new casters | Responsible for maintaining casting schedule and the stream room | Developed a small tool brining the score process from 5 clicks in Stream labs OBS to 1 on the stream deck.

Skills

- Front-end Frameworks (3 years) [Ts, React]
- Web application development (4 years) [Html, CSS, JS, TS, React]
- Object-oriented programming (5 Years) [Java, C#, C++, JS, TS]
- Functional programming (4 Years) [Python]
- Git proficiency (3 years) [GitHub, SourceTree]
- SQL (3 Years) [MySQL, MongoDB, Redis]
- Scrum and Agile development (5 Years) [Trello, Jira]

Education

Bachelor of Science: Software Engineering

Neumont University: Salt Lake City, Utah. Expected in 09/2026

- Capstone Project: FalseUnion, primary developer.
FalseUnion is a self-developed script agnostic game engine developed over the 10 week period of my capstone in C++.