

WAYNE MITCHELL

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SUMMARY

Systems Programming: Hands-on experience in C++, C, Python, and JavaScript, focused on system-level programming and software architecture

Projects: 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

Technical Practice: Applies data structures, memory management, and design by contract principles to write maintainable, testable code

Leadership: Led 5S implementation across a 2 million square foot facility, reducing downtime by 20%; builds production-grade software independently, managing architecture, build systems, and deployment

Education: 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

Professional Skills: Cross-functional Collaboration, Process Improvement, Technical Communication, Self-directed Learning, Problem Solving

EDUCATION

Bachelor of Science in Computer Science Lewis University, Romeoville, IL	Expected May 2028
Associate of Applied Science in Computer Programming, GPA 3.4 Joliet Junior College, Joliet, IL Graduated with Honors	May 2026
Associate of Applied Science in Culinary Arts, GPA 3.0 Kendall College at National Louis University, Chicago, IL	September 2024

PROJECTS

StationIQ (C++) <i>Personal Project</i>	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 ***Kitchen Agent***

Jan 2025 to Present

- Produce high-quality small batch products under strict regulatory compliance
- Maintain meticulous batch and process records for full traceability
- Collaborate with R&D and Quality teams to test and refine product formulations
- Standardize production workflows, improving consistency and reducing rework

Amazon, Channahon, IL

Aug 2021 to Mar 2025

5S Team Lead, December 2021 – April 2024

- 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

Warehouse Associate, August 2021 – December 2021, April 2024 – March 2025

- Stowed items and scanned them into inventory
- Learned all 6 PIT-operated machines
- Cross-trained into various departments and assisted based on business needs

LEADERSHIP, ACTIVITIES, AND VOLUNTEER EXPERIENCE

Volunteer, Northern Illinois Food Bank, Joliet, IL | 2026 - Present

- Assisted with food sorting, packaging, and distribution to support community members in need

Member, Lewis University Cybersecurity Club, Romeoville, IL | August 2026 - Present

Associate Safety Committee Member, Cresco Labs, Joliet, IL | March 2025 – Present