

Lennox Nutall

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SUMMARY OF QUALIFICATIONS

- **Programming Languages:** Java, C#, C++, Python, HTML, CSS, SQL, JavaScript
- **Tools:** Unity, VS Code, GitHub, Postman, Blender, VR/XR, AI/ML, Linux, Slack
- **Development Practices:** Agile/Scrum, CI/CD, REST APIs, Version Control, Automated Testing

EDUCATION

Bachelor of Science in **Computer Science** / Minor in **Spanish**

May 2026

Colorado State University, Fort Collins, Colorado

PROJECTS

CSU Hackathon - Geospatial Crop Yield Forecasting

April 2026

- Developed a geospatial AI crop yield forecasting pipeline using NASA's Prithvi foundation model, satellite imagery, and USDA NASS datasets to predict corn yields across multiple U.S. states.
- Engineered machine learning workflows integrating multispectral remote sensing, weather data, and agronomic analysis to generate seasonal forecasts and uncertainty estimations.
- Built scalable geospatial data-processing pipelines using Earth observation imagery and historical agricultural datasets to support agricultural intelligence and decision-making.

VR Fire Safety Simulation (Partnered With Poudre Fire Authority)

March 2026 - May 2026

- Developed a VR firefighter training simulation in Unity in collaboration with the Poudre Fire Authority, featuring interactive extinguishing mechanics and immersive emergency response scenarios.
- Implemented XR gameplay systems and interactive training environments to improve realism, responsiveness, and user engagement.

Global Positioning System (Brewery Trips)

January 2025 - May 2025

- Developed a geospatial trip optimization web application using Agile/Scrum methodologies, RESTful APIs, and route optimization algorithms.
- Implemented CI/CD workflows, automated testing, and API benchmarking with Postman to improve application performance and reliability.

CSU Hackathon - AI Road Mapping (LiDAR)

March 2025

- Developed an AI-based road mapping solution using LiDAR imagery, digital terrain models (DTM), and hillshade data to detect previously uncharted roads.
- Processed geospatial datasets to improve road detection for wildfire response, forest management, transportation, and planning applications.
- Presented the project to judges from NASA, Amazon, and the USDA.

Duty Walkers - Unity Zombie Survival Game

August 2025 - December 2025

- Developed a first-person round-based zombie game in Unity inspired by classic COD Zombies gameplay.
- Designed and implemented progression systems, weapon purchasing, unlockable areas, and custom gameplay mechanics using Unity and Blender.

WORK EXPERIENCE

Resident Assistant – *Colorado State University (Edwards Hall) – Fort Collins, CO*

July 2024 - May 2026

- Managed relations and conflict resolution with hundreds of diverse residents seeking success.
- Held a leadership role responsible for the health, safety, and well-being of residential students.
- Worked in diverse teams to facilitate community events attracting thousands of attendees.

Water Well Technician's Assistant – *C & J Well Drilling – Indianapolis, IN*

Summers' 2023 & 2024

- Assisted in building and installing water well pumps to source water on residential/commercial property.
- Trained in OSHA, trenching, pipe-laying, and wiring to connect wells to homes efficiently and safely.
- Persevered through undesirable working conditions to fulfill customer satisfaction and trust.