

# Dallin Kooyman

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## EDUCATION

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### BS in Computer Science

April 22, 2022

*Brigham Young University*

*Provo, UT*

- GPA: 2.94 while working 20 hours/week in part-time positions
- Member of BYU ACM Club, BYU Game Dev,
- Relevant Coursework: Software Design, Test, Analysis, & Verification, UX Design, Graphics and Image Processing, Intro Artificial Intelligence

## EXPERIENCE

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### Capstone Team Lead

Aug 2021 – Present

*Brigham Young University*

*Provo, UT*

- Lead as Scrum Master of a team of 5 fellow students working on the Mutual Dating App
- Collaborate with the product owner in designing a website for users to be able to message with other users
- Develop a site in ReactJS implementing Firebase for login, and Pusher for messaging
- Utilize AWS to create a database to testing

### C++ Teaching Assistant

Aug 2019 – Present

*Brigham Young University*

*Provo, UT*

- Teach and instruct 100+ students on how to code and debug in C++
- Review 900+ students code to ensure correct Style Guide Practices and meets assignments specifications
- Helping dozens of students daily on debugging and conceptual questions

## PERSONAL TECHNICAL PROJECTS

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### Discord Ranking Retrieval Bot

- Developed a Discord bot that grabs the rate and ranking of players in Age of Empires 2
- Technologies implemented: Node.js and Hosted on AWS EC2

### Tetris Recreation in C++

- Developed Tetris in C++ using SFML for displaying the game
- Implemented the Tetris standards for games on scores and piece color and shape

## SKILLS

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**Proficient** - C++, JavaScript, Node.js, Java,

**Moderate** - Python, React.js, MySQL, AWS

**Beginner** - Firebase, Pusher, C, Mockito, Express.js

**Others** – Team Lead, Sprints, Agile Development, AWS, Linux, Graphics and Design, Testing and Testing Software, UX, Adaptability, Android Mobile Development, SQL, MongoDB, Unreal Engine

## VOLUNTEER EXPERIENCE

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### Volunteer Representative

July 2016 – July 2018

*The Church of Jesus Christ of Latter-day Saints*

*Tokyo, Japan*

- Self-taught the Japanese language and was able to fluently converse with the people of Japan
- Performed data analysis on volunteer performance for large regions of the Japanese country
- Conducted and lead individual and group trainings for other volunteers

## ACHIEVEMENTS & INTERESTS

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- Proficient in Japanese – both Oral and Written
- Enjoy time spent snowboarding in the winter and volleyball in the summer
- Passion for playing and making games of all kinds: Mobile, Desktop, Console