Dalton Crawley

Starkville, Mississippi

(601) 213-8152 |

daltonmcrawley@gmail.com

Qualifications

I am proficient in the coding languages Python and C++ and am comfortable with advanced applications of the languages. I am also practiced in maintaining my coding projects using Git and GitHub.

Education

Mississippi State University, Starkville, MS

Pursuing Bachelor of Science in Computer Engineering

Cumulative GPA: 3.01 / 4.00 GPA

Expected Graduation: December 2024

Work Experience

Grandslam Baseball- May 2019 – May 2022

I would run information between umpires and the tournament organizer as well as receive and input scores from the baseball games on the Grandslam website.

USSSA Baseball- May 2019 – May 2022

I collected entry fees from USSSA Baseball tournament attendees and helped set up/break down collecting stations around different sports complexes.

GCER Lab at Mississippi State University- January 2023 - Current

I assist the GCER Laboratory with research related to computer vision. I am currently working on various aspects of crop/non-crop classification in satellite images such as the creation of datasets and machine learning models.

Extracurricular Activities

I am the current Secretary of the Smash Dawgs at Mississippi State University. I help set up and maintain video games tournaments at our school as well as transport people from Starkville to various places in the surrounding area that also host these competitions.

Previous Projects

Starkville Building Segmentation- January 2022 – April 2022

Using an existing U-Net model that was trained to segment buildings in the state of Massachusetts, I attempted to segment a map of Starkville, MS to better understand the layout of the college town. This project required a script to slice a satellite image of around 10000x10000 pixels (1m resolution) into tiles of input data which would then be fed through the model. After classification, another script would concatenate the image to its original shape and size to return a mask of the Starkville area.

Game Analysis and Ai Bot Creation- December 2023 - Current

I wanted to analyze the strengths and weaknesses of a mobile game by recreating the mechanics of the game in Python and creating a machine-learning model that will play through the game until it finds an optimal strategy. The project is still being updated and requires image recognition scripts, button and mouse press automation, and other advanced applications of Python that do not correspond to any specific library. This project also taught me the importance of documentation through GitHub.

Credit Card Cleaner - January 2022 – April 2022

This project was a group project designed to clean credit cards through UV light after transactions. In the project, I researched the UV light's effects, oversaw the part selection, and uploaded code onto an Arduino board.