Dillon DeGuzman

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Stevens Institute of Technology Hoboken, NJ

Major-Software Engineering, Minor in Computer Science *Expected May 2027*

- **Relevant Coursework:** Object-Oriented Software Engineering, Data Structures and Algorithms, Individual Software Engineering, Introduction to Computer Science, Discrete Mathematics, Intro to Programming and Algorithmic Thinking, Introduction to Engineering Design and Systems Thinking, Differential Equations, Intro to Entrepreneurial Thinking, Field Sustainable Systems With Sensors, Statics and Introduction to Engineering Mechanics

Experience

Rutgers Health Hack October 2024

Project Manager/Full Stack Developer *New Brunswick, NJ*

- Developed Greenlight, an EHR-integrated dashboard that determines how likely a drug would be approved for prior authorization based on patient clinical history and AI supported summarizations that reduces time for providers by 87%. Used technologies such as SQL, Python, React, and AWS Cloud.
- Lead team of 12 over the course of 48 hours to complete the project and present it to other participants and companies such as Amazon, Microsoft, Oracle, and Nokia Bell Labs

Science Technology Engineering and Mathematics Program (STEM) Sep. 2019 – June 2023

Bergenfield Highschool *Bergenfield, NJ*

- Role of environmental engineer within a team of 2 other students and a mentor to create a project regarding plants and their survivability while growing within a an environment with high salinity
- Accumulated 800+ hours working in a green house to create the necessary environment for our various plants using 3 separate tanks of water with varying amounts of salt concentration over the course of the school year
- Placed 2nd place in school science fair after presenting our projects' final results against several other competing

Projects

Teamfight Tactics Discord Bot | *Python, Discord, Github* February 2025 – March 2025

- Discord bot with 5+ custom commands to allow user access to recent data sets regarding the game.

Autonomous Robot | *VS Code, C++, Arduino IDE, Solidworks* January 2024 – May 2024

- Developed a self-navigating robot to calculate and traverse around random courses by actively using coordinates from an attached GPS to move and reach 5 targets on a course while hitting 0 obstacles or walls
- Maintained 1-2 pound weight, and optimized code so that sensors and wheels would react/adapt fast to allow the robot to quickly and efficiently move across the course to minimize time by 30% for completion

Self-Watering Plant System | *Solidworks, C++, Aruindo IDE* September 2023 – December 2023

- Developed a self-watering plant design that observed temperature, saturation, and time to accurately track and assist in the plant's progress while learning its environment so the plant could survive solely off the design alone
- Worked with a team of Engineers to meet the specific design requirements of our project such as cost of design, functionality, reliability, and ease of use.

Leadership

Ethnic Student Council (ESC) September 2023-Present

President/Historian/Freshmen Representative *Stevens Institute of Technology, Hoboken, NJ*

- Played a key role in planning and executing several of college's largest events such as, "Unity," amassing an attendance of 600+ people which brought together all cultural and Greek organizations, resulting in a highly successful turnout and widespread campus participation
- Actively participated in 100+ cultural organization events, capturing 2000+ photos to share across social media platforms

Technical Skills

Languages: Python, Java, HTML/CSS, C/C++, MATLAB, JavaScript, SQL
Technologies: React, Node.js, TypeScript, Solidworks
Concepts: Eclipse IDE, VS Code, IntelliJ, IDLE, Arduino IDE, AWS Cloud, Google Cloud Platform, Xcode, PyCharm, Git