Dillon Fayas

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Summary

Hardworking and detail-oriented B.S. Software Engineering student at the Milwaukee School of Engineering with over five years of programming experience. Proven ability to deliver full-stack solutions through contract work and personal projects. Skilled in database design, API development, and version control. Passionate about continuous learning and problem-solving.

Education

B.S. Software Engineering | Milwaukee School of Engineering | GPA: 3.2 | May 2028

Technical Skills

Programming Languages: JavaScript, HTML, CSS, Java, Lua, C, Python, SQL
Tools and Environments: Visual Studio Code, Webstorm, Cursor, IntelliJ, Android Studio, Git
Productivity Platforms: GitHub, GitLab, Google Workspace, Microsoft Office, Trello

Project Experience

Unit Pricing Database (Software Contract): Developed a database solution to streamline material pricing estimation for a construction company, replacing manual processes with an automated system accessible through Microsoft SharePoint.
- Designed database schema and implemented using SharePoint lists and JSON storage
- Created custom SharePoint frontend using SharePoint Webparts for user access
- Reduced pricing lookup time and improved estimate accuracy for bidding process
- Adapted quickly to unfamiliar Microsoft SharePoint development environment

E-Commerce System for Game Engine Assets (Personal Project): Designed and developed a full-stack e-commerce platform enabling customers to browse, purchase, and download game engine assets created by a development team. Project began in 2020 and is still ongoing.
- Built product catalog, shopping cart, checkout flow, and digital asset delivery system
- Developed backend API for secure transaction handling and license key generation
- Successfully launched platform handling transactions while iterating based on user feedback

Android Wear OS App for Milwaukee Tool (MSOE Project, Team of 4): Collaborated with a cross-functional team to develop a Wear OS application meeting specifications provided by Milwaukee Tool representatives, focusing on worker productivity and safety features.
- Developed Wear OS application using Android Studio and Kotlin/Java with health tracking
- Used Git and GitLab for version control and followed Agile methodology with sprint planning and code reviews
- Delivered functional prototype meeting client requirements on schedule

Work History

Contractor | Dering Pierson Group | Jul 2025 - Present | 20 hrs per week
- Designed, developed, and deployed material price tracking software
- Built program in test environment, then integrated into Microsoft SharePoint
- Coordinated with representatives from the company to ensure the product met standards

Store Associate | Kwik Trip | Dec 2023 - Present | 35 hrs per week