Dillon Hines

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Website: https://dillonhhh.github.io/My-Website/

SKILLS SUMMARY

- Programming languages: Python, Rust, Javascript (React), Flutter, C++
- Experienced in: Linux, Godot, Davinci Resolve

EDUCATION

Bachelor of Science in Computer Science   Expected: May 2025

Bachelor of Arts in German

University of Arkansas, Fayetteville, AR | GPA 3.1

RELEVANT EXPERIENCE

University of Arkansas German Exchange Program   2023 - 2024

- Learning German and working towards my degree simultaneously
- Attended the Technische Universität Darmstadt in Germany during the Fall of 2023, then attended an internship at Rychiger in Switzerland during the Spring and Summer of 2024

Second 24-hour Hackathon at the University of Arkansas in Fayetteville   Fall 2022

- Worked with a team to construct a trash robot that indicates when the trash is full
  - ▷ Robot was controlled with both a web and Android app, both of which communicated with it using http requests
  - ▷ Robot used a Raspberry Pi and an Arduino Uno communicating over serial, as well as some small parts such as sensors, motors, LEDs, etc.
  - ▷ Handled almost all the hardware including the wiring, serial communication, and programming the Raspberry Pi with Python and the Arduino with the Arduino programming language
- We placed 4th out of 23 teams

First 24-hour Hackathon at the University of Arkansas in Fayetteville   Spring 2021

- Worked with a team to learn Flutter and GitHub basics
- Developed a simple cross-platform mobile app and placed 5th out of 17 teams

WORK EXPERIENCE

Rychiger – Steffisburg, Switzerland   Spring-Summer 2024

- Agile workflow
- Effectively worked in a start-up environment
  - ▷ Built the foundations for new software which revolved around the planning and management of factory systems, which was deemed a requirement for the company's future
  - ▷ Used Docker and Azure Devops to orchestrate our microservice architecture
  - ▷ Trained to write better code, including unit testing and readability
- Collaborated with a diverse team specializing in conventional programming, PLC programming, and front-end design using Ignition.
  - ▷ Gained knowledge of factory systems, including PLC programming and Ignition, while improving my skills in team communication

SupplyPike – Arkansas, USA   Summer 2023

- Agile workflow
- Full stack React developer:
  - ▷ UI: Modified chart designs, added KPIs, and overhauled sections/components of our web pages
  - ▷ UX: Added navigation buttons and links
  - ▷ Back-end: Wrote queries for MongoDB, moved processing from front-end to back-end
  - ▷ Bug-fixing: Fixed various bugs relating to data retrieval and data being processed incorrectly resulting in bugs in the UI
- Worked with a small team of 6
  - ▷ Being in such a small team made it easy to ask more experienced developers for help whenever I needed it, rapidly accelerating my learning and confidence
  - ▷ I stayed in contact with our manager, UI designer, and UX tester, often questioning changes and suggesting my own, resulting in a higher quality app that I could be proud of while also teaching me valuable facets of each of these roles