

# Dillon Hines

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Website: [dillonhhh.github.io/My-Website](https://dillonhhh.github.io/My-Website)



## SKILLS SUMMARY

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

## EDUCATION

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**Bachelor of Science in Computer Science**

Expected: May 2025

**Bachelor of Arts in German**

University of Arkansas, Fayetteville, AR | GPA 3.24

## RELEVANT EXPERIENCE

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**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

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[Rychiger](#) – Bern, 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 while improving my communication skills

[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
  - ▷ 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