

DYLAN GRANADO

WEB DEVELOPER

CONTACT

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- <https://dylbdevvin.github.io/DylBDevvinPortfolio/>

SKILLS

- Front-End Development
(HTML, CSS, JavaScript)
- UI/UX Design Principles
- Python, C#, C++, React.js
- Adaptable to new
frameworks and technologies
- Quality Assurance Testing

AWARDS

- Awarded Dean’s List honors
for five out of six completed
semesters.

LINKS

- Itch.io
<https://dylbdevvin.itch.io/>
- Github
<https://github.com/DylBDevvin>

ABOUT ME

I’m passionate about web development and building visually striking, functional, and responsive websites. With expertise in Front-End technologies like HTML, CSS, and JavaScript, I specialize in crafting sleek, user-friendly interfaces with a focus on accessibility and performance. I’m seeking a Front-End role where I can combine clean code and creative design to deliver seamless user experiences across all platforms.

WORK EXPERIENCE

- | | |
|---------------------------------|--------------------------|
| Law School AI
Game Developer | JANUARY 2024 - JUNE 2024 |
|---------------------------------|--------------------------|
- Collaborated on projects integrating AI technologies to enhance interactive experiences. Focused heavily on front-end user interface design and user experience optimization. Integrated ChatGPT APIs through .NET services to deliver dynamic, responsive content and automation within applications.

EDUCATION

- | | |
|--|-----------|
| Bachelor of Arts: Computer Science
Rutgers University – Camden | 2021-2025 |
| Bachelor of Arts: Digital Studies
Rutgers University – Camden | 2023-2025 |
- GPA:** 3.7 / 4.0

PROJECTS

- Grass Generator — JavaScript, HTML, CSS**
Developed a pixel art grass generator tool for indie developers, featuring customizable options for color, shading, and pattern variation. Designed efficient algorithms for procedural generation, significantly reducing game art production time.
- Koko’s Kitchen — Unity, C#**
Designed and implemented clean, intuitive user interfaces and menus to enhance player engagement and accessibility. Developed responsive UI layouts using Unity’s UI Toolkit and C#, applying UX best practices to optimize the player journey. Strengthened skills in modular design, user feedback integration, and front-end programming.