

Dylan Granado

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ABOUT ME

I'm passionate about programming and creating user-focused mobile and desktop applications. With experience in Front-End and Back-End development using HTML, CSS, Javascript, Python, C#, and C++, I specialize in designing intuitive and innovative app interfaces. I'm seeking a role where I can develop apps that provide seamless functionality, elegant design, and an exceptional user experience to meet diverse user needs.

EDUCATION

Rutgers, Camden — *Computer Science and Digital Studies*

SEPTEMBER 2021 - PRESENT

Flourishing in Computer Science with data structures, mathematics, programming, and algorithms classes.

Flourishing in Digital Studies with classes regarding video game design.

PERSONAL QUALITIES

- Passionate about utilizing code and game design to help others
- Invested in studying sleek and practical UI design
- Excellent problem-solving skills and critical thinking
- Eager to strive in a team environment
- Willing to learn new systems and programming languages

PROJECTS (*Present on Itch.io or Github links provided*)

Grass Generator — *JavaScript, CSS, HTML*

Engineered an interactive pixel art grass generator app to assist game developers in creating customizable tiles effortlessly. Designed a robust algorithm for pixel placement, integrated intuitive UI components, and ensured smooth performance on various browsers and devices. This app exemplifies scalable app design and focuses on user-centric functionality.

Koko's Kitchen — *Unity, C#*

Utilized Unity and C# to independently develop an action-adventure game, enhancing proficiency in object-oriented programming, game mechanics, and problem-solving. The GitHub repository link is provided on this page.

EXPERIENCE

Law School AI

February 2024 - June 2024

Worked on projects involving integrating AI into video games, to create immersive and enjoyable learning for law school students. Played a pivotal role in UI implementation and level design. Integrated ChatGPT with .NET services to add endless and responsive automation to the gameplay loop.

MASTERIES

- Frontend Development with HTML, CSS, Javascript
- Backend Development with Python, C#, C++
- Game Design Unity, Godot, and Unreal Engine
- Quality Assurance testing
- Designing stylish and functional UI

AWARDS

I was granted the Dean's List academic award at Rutgers Camden in:

- Fall 2021, Fall 2023 Fall 2024

- Spring 2022, Spring 2023, Spring 2024.

ITCH.IO

<https://dylbdevvin.itch.io/>

GITHUB

<https://github.com/DylBDevvin>

