

Dylan Craven
College Station, Tx
Graduate in computer science from Texas A&M University

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Skills

- Programming Languages: C, C++, C#, Python, Swift, Java, JavaScript, SQL, CSS, Ruby
- Technologies: SwiftUI, UIKit, OpenAI, Ruby on Rails, React, Flask, jQuery, Swing, PostgreSQL, NoSQL, Bootstrap
- Tools/Other: Xcode, Git, Docker, Jira, Azure, Firebase, CI/CD, Unit Testing, Distributed Systems, Frontend, Backend, Fullstack, IOS Development, Waterfall, Agile, DevOPs

Experience

Freelance Website Development | May 2023 - Aug 2023

- Delivered an internal website for the Texas A&M Red Cross Club with features Including budget management/history, event scheduling, and file storage, built with Ruby on Rails and PostgreSQL
- Worked with the club president to design, gather feedback, and ship the website which saved tens of hours of work for their team in the following semester

Research on improving AI planning efficiency | Aug 2023 - Nov 2023

- Wrote paper on effects of alternate algorithms for robots constructing paths in unknown environments. The results showed up to 16 times faster computation times with comparable plans execution costs.

Education

B.S. Computer Science, Texas A&M University 2019 - 2023 | 3.7 GPA

Relevant Coursework:

- Data Structures and Algorithms, Operating Systems, Software Development, Artificial Intelligence, Data Science, Statistics, Design and Analysis of Algorithms, Discrete Structures, Computer Organization, Introduction to Computer Systems

Projects

Website for finding prices and availability of online shows/movies

- Developed a website that allows users to quickly find the best deals on online media by scraping the web for a show or movie. Average 30+ users a month by saving them time, money, and headaches. Designed using HTML, JavaScript, Python, CSS, Bootstrap, Flask, and various APIs.

Language Learning IOS app

- App that allows users to learn foreign languages by using their smartphone camera to take pictures of objects and see its translation. Utilizing image detection API as well as openAI produced an app that a majority of users found fun and engaging. Built in Xcode using swift, google vision API, openAI, and firebase services.

Personal Portfolio Website

- Website that catalogs and displays my professional portfolio including the projects I've worked on, qualifications, and social media. The website was built using HTML, CSS, and JavaScript.

Single Player Video Game

- This PC game is a single player video game that dynamically adjusts enemy character behavior to user input to make the game feel more reactive and add additional difficulty. This was built using Java.