Dylan Craven

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Education

- B.S. Computer Science, Texas A&M, graduating December 2023
- 3.63 GPA
- Relevant completed coursework:
    - Data Structures and Algorithms, Discrete Structures, Computer Organization, Design and Analysis of Algorithms, Introduction to Computer Systems
- Extra-Curricular:
    - Member of the Aggie Film Enthusiasts Club from August 2020 – May 2021

Technical Skills

- Languages: C/C++ | Python | Java | SQL | JavaScript | CSS | HTML | Ruby
- Frameworks: Bootstrap | React | Flask | jQuery | Swing
- Understanding and experience with waterfall and agile methodologies
- Familiar with implementation of API's
- Database management with PostgreSQL

Projects

- Binge-It
  Lead front end developer and full stack developer for Binge-It, A website that locates the online providers for TV shows and movies, and compares them in price, quality and more. Designed using HTML, JavaScript, CSS, Bootstrap, Flask, and a handful of APIs.

- Personal Website
  Personal Website cataloging my professional portfolio. Designed using HTML, CSS, and JavaScript

- Recreation of John Conway's Game of Life
  Solo project expanding on John Conway's famous game of life by adding user interactivity in a web browser. This was written in Java, HTML, and JavaScript in addition to the p5.js library

- Single player video game
  Individual coding challenge to create a video game. This is a single player survival mini game written in Java utilizing the Greenfoot IDE.

- Yahtzee
  Full Stack developer of a fully functional multiplayer Yahtzee game playable in the terminal with ascii art. This was designed entirely with python.

Links: **https://linktr.ee/dylancraven**