DYLAN PARDO

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CAREER OBJECTIVE
Senior at Washington University in St. Louis pursuing a Computer Science degree seeking Summer 2022 Software Engineering Internships in the Greater New York City area.

EDUCATION
Washington University in St. Louis, St. Louis, MO   **Expected May 2023**
Bachelor of Science, Major in Computer Science, Minor in Mathematics   GPA: 3.4/4.0

SKILLS
Programming Languages: Java, C/C++, C#, Python, R, HTML, CSS, JavaScript, REACT, AJAX
Technology: Microsoft Office, Visual Studio Code, MATLAB, CAD, Revit Construction, Wireshark, Arduino, G Suite Apps including Google Docs, Google Sheets, Google Slides, Google Forms, and Google Meet
Relevant Coursework: Rapid Prototype and Product Development, Data Structures and Algorithms, Logic and Discrete Mathematics, Internet of Things, Web Development, Intro to Artificial Intelligence, Intro to Computer Networks, Intro to Computer Engineering, Matrix Algebra, Intermediate Statistics & Data Analysis

PROJECT EXPERIENCE
Lyric Fetching Website
- Engineered website using HTML, CSS and REACT. Fetched data using AJAX and displayed data using JavaScript. Given a song name as well as the artist's name, the website would fetch all lyric data for said song.

Calendar Application
- Developed a calendar using HTML, PHP, AJAX, MYSQL and created functions within JavaScript to allow for creation/deletion of events and sharing of said events with other registered users.

INTERNSHIP EXPERIENCE
NEWNESS, Remote   05/2021 – 08/2021
Data Science Intern
- Meticulously organized and sorted through data within Mode, Amplitude, and Python Notebooks.
- Evaluated multi-thousand row datasets using several Python libraries to draw conclusions on how user engagement affects creator retention, how a creator's Instagram following affects account creation and stream conversion rates as well as how chat sentiment could provide direction for community metrics.

TAPINATOR, Remote   03/2021 – 04/2021
Product Testing Intern
- Beta tested iOS mobile game, Idle Industries, using Apple TestFlight. Provided structured written feedback to the development team for this publicly traded mobile game company (Ticker: TAPM).
- Evaluated competitive Idle Resource management genre mobile games including Idle Miner Tycoon, Idle Mafia and Idle Restaurant Tycoon: Empire Presented UX insights, product development and monetization recommendations to President and CEO.

SKOACH, Remote   06/2020 – 08/2020
Skills Coach Slack Bot Intern
- Utilized Python to sort through Excel datasets. Performed exploratory data analysis and clustered data into archetypes to help better predict how it approaches users in the future.
- Applied time-management, virtual communication, organizational skills and collaboration amongst multiple team members. Presented final deliverable to the CEO and CTO through Zoom.

IEXPERIENCE, Remote   05/2020 – 06/2020
Machine Learning Bootcamp
- Completed a 4-week intensive boot camp through Python and Jupyter Notebooks; machine learning, visualizations and modeling with Python (Scikit-Learn, NumPy, Pandas, Seaborn, Matplot)