

DYLAN VERA

EXPERIENCE

UCode | Programming Instructor

November 2013 to Present

- Teach programming fundamentals as well as web development and game development with a variety of languages and frameworks
- Created curriculum in C++ and Java to teach advanced students.

Private Tutoring

September 2012 to November 2013

- Tutored high school and community college students in physics, biology, and math.
- Adapted teaching strategies to suit a variety of learning styles.

Projects

Fireslinger - <https://bitbucket.org/DylanVera/fireslinger>

Fireslinger is a sidescrolling 2D shooter prototype created for my Senior Project. Unity's built in physics system is meant to simulate realistic kinematics so our team used raycast based physics to give the game the feeling of a super fast old school platformer. The demo has two singleplayer levels and a WIP local multiplayer mode. Keyboard and Gamepad controls supported. Assets thanks to CCo

Track Dota - <https://github.com/DylanVera/TrackDota>

An Android app that allows you to get live updates and keep track of professional Dota 2 matches as they happen. Get all the stats you need from each player's individual score to their item builds. This was a project I used to learn about the Android SDK and how to work with REST APIs.

SKILLS

- C++
- C#
- Java/Android SDK
- HTML/CSS/JS
- React/Flux
- Node.js
- Python
- SQL
- Unity
- Git
- Collaborating through Agile Workflow

DETAILS

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EDUCATION

CSU Long Beach

2014-2016

Bachelor of Science in Computer Science
from the College of Engineering

AWARDS

Sealaska Heritage Scholarship

2014-2016

Awarded for Native Alaskan students each year to select students based on their commitment to promoting Native education in STEM and Humanities.