

DYLAN VERA

WORK EXPERIENCE

UCode | Programming Instructor November 2013 to Present

- Teach programming fundamentals as well as web development and game development in several different languages and frameworks
- Create projects in Unity, C++, Swift, and Java for advanced students
- Lead summer camps teaching web and iOS development, computer building, and robotics
- Adapt teaching strategies for a wide range of ages, learning styles, and personalities

DETAILS

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EDUCATION

CSU Long Beach

College of Engineering 2014-2017
Bachelor of Science in Computer Science

- Test and debug new lessons, exercises, and projects before integrating them into the curriculum
- Demo projects at marketing events as well as teach trial lessons and after-school programs to attract new students

PROJECTS

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

Fireslinger is a sidescrolling 2D shooter prototype created with Unity for my team's senior project. The demo has two singleplayer levels and a WIP local multiplayer mode. Keyboard and Gamepad controls supported.

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.

Node System Client/Server - <https://github.com/DylanVera/NodeSystem>

Multi-threaded Java Client/Server using a shared data structure concurrently by . The system can register many clients simultaneously and can be extended for a variety of web applications from user databases to chat programs and more.

SKILLS

- C/C++
- C#/Unity
- Java/Android SDK
- Swift
- Node.js
- Python
- Lua
- Agile Methodology (JIRA)