

DYLAN VERA

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++, and Java to keep advanced students challenged after completing our curriculum
- Lead summer camps teaching web and iOS development, computer building, and robotics
- Adapt teaching strategies for a wide range of ages, personalities, and learning styles

Projects

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

Fireslinger is a sidescrolling 2D shooter prototype created with Unity for my teams 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 players individual score to their item builds.

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

Multithreaded Java Client/Server using a shared data structure concurrently. The system can register with the server and can be extended for a variety of web applications from user databases to chat programs and more.

SKILLS

- C++
- C#/Unity
- Java/Android SDK
- HTML/CSS/JS (React.js)
- Python
- Lua
- SQL
- Agile Methodology (JIRA)

DETAILS

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EDUCATION

CSU Long Beach

2014-2016

Bachelor of Science in Computer Science
College of Engineering

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