

Minneapolis, MN

**Dylan Blundell**

763-238-5407  
dylanblundell1@gmail.com

www.github.com/dylanosaurus

## EDUCATION

**Minneapolis, MN** **University of Minnesota, Twin Cities** **Sep 2024 – May 2025**

Computer Science M.S. | GPA: 3.78

Coursework: Human-Computer Interaction, Embodied Computing, Distributed Systems

**Minneapolis, MN** **University of Minnesota, Twin Cities** **Sep 2021 – May 2024**

Computer Science B.S. | GPA: 3.51

Coursework: Software Engineering, Data Visualization, Program Design & Development

## LEADERSHIP EXPERIENCE

**UMN Free Food Club Founder and Advisor** **Jan 2025– Oct 2025**

- Expanded access to food insecurity resources to over 2200 University of Minnesota students.
- Led food distribution events with 60+ attendees.
- Leveraged 14 weeks of data containing 881 events to reveal the best time of the week to get food.
- Met with leaders from other large student organizations to discuss combining efforts in the future.

**UMN Welcome Week Leader** **Aug 2024– Sept 2024, Aug 2025– Sept 2025**

- Collaborated with the Assistant Director for Welcome Week & Student Leadership to plan and execute engaging activities for 34 first-year students at the University of Minnesota.
- Played a key role in creating a warm and inclusive environment during Welcome Week.
- Promoted student participation and facilitated integration into campus life.

## SOFTWARE PROJECTS

### BrickComplete - Full-Stack Web Development Project

- Developed a comprehensive LEGO inventory management system with user authentication, custom set modifications, and a local database containing 20,000+ sets with complete part inventories.
- Utilized: Python, Flask, SQLite, HTML, CSS, JavaScript, API Integration

### Distributed File System

- Implemented a distributed file system capable of hosting multiple clients that share files seamlessly.
- Collaborated weekly with a teammate in person and virtually.
- Efficiently tested the system using batch processes.
- Optimized the performance of the system by evaluating various read-write quorum sizes.
- Utilized: Python, Apache Thrift, Performance Evaluation, Debugging

### Augmented Reality Juggling Research & Development

- Developed an AR juggling program in a team of 4 to help beginners build muscle memory.
- Coordinated work in-person and remotely, iteratively improving the design based on user testing.
- Successfully helped 4 out of 4 users learn juggling using our AR application.
- Submitted a research paper with our results to the ACM CHI 2025 conference.
- Utilized: C#, Augmented Reality, Unity, Literature Review, User Testing, Overleaf, LaTeX

### Roommate Finder App Prototype

- Designed a smartphone application prototype in a team of 6 to help college students find and connect with potential roommates.
- Coordinated work in-person and remotely, iteratively improving the design based on user testing.
- Utilized: Figma, User Research, User Testing, Heuristic Evaluation, Agile Development, Scrum

## SKILLS

- **Languages:** (*proficient*): C++, Python, JavaScript (*familiar*): C, Java, Dart, HTML, CSS
- **Tools:** Flask, Flutter, GitHub, Figma, Atlassian Trello, MySQL, Automation, LLM Prompt Engineering