

# Dylan Kapustka

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## EDUCATION

### The University of Texas at Dallas

Richardson, TX

*Bachelor of Science, Computer Science (Cum Laude)*

*August 2019 – December 2022*

- **GPA: 3.64 / 4.0**
- Relevant Coursework: Data Structures & Algorithms, Software Engineering, Database Systems, Operating Systems, Natural Language Processing, Object Oriented Design, Machine Learning.
- Honors: Transfer Scholarship Recipient

### Lone Star College – University Park

Houston, TX

*Associate of Science, Computer Science (Magna Cum Laude)*

*June 2017 – August 2019*

- **GPA: 3.89 / 4.0**
- Honors: President's List 2017 & 2018.

## PROFESSIONAL EXPERIENCE

### Softeq, Inc.

Houston, TX

*Software Engineer*

*March 2022 – Present*

- Develop and deploy full-stack internal web applications utilizing JavaScript, React.js, Node.js, REST, and MySQL, to meet diverse business requirements such as content sharing, meeting scheduling, event information, and startup onboarding.
- Maintain and update existing internal web applications that support daily company operations.
- Collaborate with cross-functional teams to identify requirements and specifications for seamless API integrations between systems.
- Conduct API performance and load testing, optimizing system efficiency by promptly identifying and resolving bottlenecks.
- Thoroughly document code changes, features, and system architectures to facilitate efficient maintenance and future updates.
- Implement industry-standard security protocols such as OAuth2 and SSL to ensure secure API access and data transmission.
- Actively participate in code reviews, demos, and agile framework to ensure high-quality project delivery within the set timeframes.

## PROJECTS

- **Chatbot for Capital One:** Built a customer assistance chatbot by utilizing opensource bot frameworks, Spring boot, Java, JavaScript, and a PostgreSQL database. The bot tracked customer interactions with the website and intervened as needed.
- **Cube Tracer:** Remake of the 1982 game known as TRON. Built in C++ utilizing SFML.
- **Visualizer Presets:** Created custom visualization preset packs with projectM, using OpenGL in C++.
- **Streaming Service:** Designed SRS Documentation for a Streaming Service Application. Focused on Functional Requirements, Use Case Scenarios, Main Actors, and Class Types.

## TECHNICAL SKILLS

- **Languages:** Java, Python, C++, JavaScript, Typescript, SQL, HTML/CSS.
- **Frameworks, Libraries, and Technologies:** React, Spring Boot, Express.js, REST, Git.