

# Dylan Phan

University of California, San Diego

Computer Science, B.S.

Graduation: March 2015

GPA: 3.9

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## Employment

### Google - 2014

Software Engineering Intern

Social - Client Infrastructure

- Worked on internal web framework (involved Web Components)
- Implemented core components from Material Design specification for web (Closure Tools, CSS Animations)

### Nirvanix (cloud storage startup) - 2011-2013

Software Engineering Intern

- Built interactive web app with NodeJS + AngularJS + SocketIO
- Developed and tested web service backend in C#
- Automation engineering: server deployment and build maintenance

## Projects (interactive installations)

### Rama-Rama

Build a fort on a 10 foot long touch screen.

Launch projectiles from one screen – through the ceiling – into the other team's screen.

- Developed game in Unity
- Contributed to construction of touch screen

### Ad Infinitum

55 player social video game on giant tiled

display of 32 monitors, use your phone to control a character.

- Implemented game engine in Java
- Built mobile web page game controller
- Developed NodeJS server to host web page and relay input to Java engine

## Misc Projects

Made a synthesizer Android app

Built a ray tracing engine

Multiplayer web based rhythm game

Art exhibit controlled by kinect

Programmed a lot of Ti-Assembly games in high school

## Programming Languages

C#	JavaScript	Python
Java	C++	Ruby