# Dylan Farrell

732-519-1679 | Dylancf01@gmail.com | https://www.linkedin.com/in/dylan-c-farrell/ | github.com/swoopi

# **EDUCATION**

# **Rutgers University**

New Brunswick, NJ

Bachelor of Science in Computer Science

Sep. 2020 - May 2024

- GPA: 3.04/4.0
- Relevant Coursework: Algorithms, Computer Architecture, Intro to Data Science, Software Methodology, Discrete Structures, Data Structures

#### EXPERIENCE

# Software Engineer Intern

June 2022 – Present

GiGil Technology

North Brunswick, NJ

- Developed software for Johnson & Johnson within a team to help manage temperatures in manufactures plants.
- Explored ways to use temperatures probes on Raspberry Pis as sensors.
- Participated in international assignment to Leeds, England for development.

Research Extern

June 2023 – Aug. 2023

Rutgers MBS Program

New Brunswick, NJ

- Researched ways to identify and mitigate evolving cybersecurity threats to Maritime IoT devices.
- Assessed risks and implemented innovative solutions, including the Zero Trust Model and advanced encryption techniques.
- Presented findings weekly with a team of advisors and assessed needs for a successful project.

Concessionist

Sept. 2019 – May 2022

North Brunswick, NJ

- Operated cash register and handled financial transactions.
  - Provided customer service by assisting customers in their activities.

# PROJECTS

Regal

# Chess AI | Python, Pygame, Github

Feb. 2023 - Present

- Developed a fully functioning chess engine.
- Integrated Minimax and Negamax algorithms with alpha-beta pruning to enhance efficiency.

## Customer Management App | Python, Github, Django, AWS

July 2023 – Present

- Engineered a Python and Django-based customer management app, facilitating efficient data organization and access.
- Deployed the application on Heroku, supporting transaction tracking and customer relationship management.
- Utilized AWS buckets for scalable storage of customer data and static files.

# Photos App | Java, JavaFX, Android Studio, Bitbucket

Dec. 2023 - Present

- Developed a photo application in Java using JavaFX and adapted it for Android.
- Designed user interfaces using FXML for enhanced user experience.
- Implemented features for photo management including tagging, date, and location tracking.
- Maintained project code and documentation on Bitbucket.

## TECHNICAL SKILLS

Languages: Java, Python, C, Javascript, HTML, JSON

Frameworks: React, Node.js, Django, JUnit

Developer Tools: Git, AWS, Google Cloud Platform, Visual Studio, IntelliJ, Eclipse, Android Studio

Libraries: Pandas, NumPy, Matplotlib, Pygame