Dion Tryban

mail@diontryban.com

(727) 488-5962

diontryban.com

linkedin.com/in/diontryban

github.com/trikzon

EDUCATION

Florida State University   Expected May 2025
Bachelor of Science in Computer Science   GPA: 3.72

SKILLS

Languages: C++, TypeScript, Python, C#, Java, Rust, HTML, CSS / SASS
Frameworks and Libraries: Godot Engine, Electron.js, React, Svelte, OpenGL, WebGPU, LWJGL, GLM
Tools: Git, Gradle, Maven, npm, pnpm, Node.js, MySQL

PROFESSIONAL EXPERIENCE

President • *DevLUp at FSU (Game Development Club)*   April 2023 – Present
- Design, organize, and teach hands-on workshops teaching game programming and design.
- Lead the development of a club game project to give members an opportunity to make their first game and work with a larger team.
- Help plan and create regular correspondences, workshops, lectures, and other events.
- Provide support and resources to members to help them in the development of their projects.

PROJECTS

Party Pirates • *DevLUp at FSU Club Game Project*   October 2023 – Present
- Initiate and lead the development of a small 4-player local-multiplayer party game in the Godot Engine, with the goal of teaching beginner club members through hands-on experience.
- Collaborate with members to make game design decisions and define goals for the MVP.
- Meet twice weekly to delegate tasks and help beginners via pair programming.
- Showcased the project at the Seminole Innovators' Showcase.

CHIRP-8 • *CHIP-8 Interpreter / Emulator*   April 2021; November 2023
- Created an emulator for the CHIP-8 instruction set that can run CHIP-8 ROMs such as Tetris and Pong on modern hardware written in Rust using OpenGL for rendering.
- Implemented the CHIP-8 spec based on technical documentation that passes all tests.

Quickwarden • *Quick Access Companion Utility for the Bitwarden Password Manager*   May 2023 – Present
- Develop a multi-platform desktop background application with Electron and Typescript that enhances the Bitwarden Password Manager with a feature found in its pricier competitors.
- Use the Bitwarden CLI API to asynchronously fetch a user's passwords for quick access.

Minecraft Mod Development • *Multiple Projects*   August 2017 – Present
- Create Java mods achieving 2.5 million average monthly and 60 million total downloads.
- Contribute to other open-source mods to add missing features and improve compatibility.
- Develop an open-source API that allows mods to target all the widely used modding APIs with a single unified code base.