

Dylan Wolfe

Software Developer

LinkedIn:

[linkedin.com/in/dylan-wolfe-a08ab41a9/](https://www.linkedin.com/in/dylan-wolfe-a08ab41a9/)

Portfolio:

wolfed9902.github.io/

GitHub:

github.com/Wolfed9902

Skills

Languages:

JavaScript,
C++,
C#,
Python,
HTML/CSS

Frameworks, Systems:

Angular,
Flask,
SQL,
NoSQL,
Node.js,
Bootstrap,
Unity Game Engine

Tools, Additional:

Git,
Linux,
Jenkins,
Anaconda,
Postgres,
Docker,
PuTTY,
Postman,
Agile Development

Objective

I have always been passionate about computer technology and its unlimited potential. Programming is both my career and my hobby, but my interests spread far and wide. It is my goal to use my knowledge and passion to create and maintain innovative software technologies in pursuit of a better world.

Education

Bowling Green State University

(Bowling Green, OH) Bachelor's, Computer Science 08/2016 - 05/2020

Obtained an undergraduate degree within the field of Computer Science with an academic minor in Japanese Language. Graduated as a student on the Dean's List.

- Over a period of five months, I led a four developer team to create a versatile software deliverable for a business client in exchange for academic credit.
- Obtained high marks in a variety of advanced courses while maintaining regular participation in multiple extracurricular organizations and clubs.
- Presenter at BGSU's 2019 Embracing Global Engagement Conference.
- Active volunteer for and participant of BGSU's Japanese Club
- Served in a leadership role for a campus political organization.

Professional Experience

i-Sight

(Ottawa, Ontario) Software Application Developer 09/2021 -

- Engaged in full stack JavaScript development using Node.js and Backbone.js frameworks.
- Updated and managed SQL type database structures.
- Worked with and regularly communicated with many clients from a wide variety of different industries in order to create highly customized applications.
- Utilized a Linux based operating system to manage and deploy application changes via Docker in both testing and production environments.
- Consistently updated and managed GitHub branches and changes.

Related Projects

ePub Reader

12/2019 - 05/2020

Lead a four developer team to create a multi-platform ePub reader for a client for internal organization use. Met all user story specifications and requirements.

- Angular application using TypeScript as the core language.
- Google Firebase for authentication and data storage.
- HTML and CSS/SCSS for web application display and general front-end.
- Git and GitLab for version control and overall development operations.

Map Generator

Python application that creates procedurally generated two-dimensional terrain based off of a user designated or randomized seed and other settings. Uses concepts such as perlin noise and procedural generation.

Bookstore Web Scraper

Python application that gathers key data such as prices and listings from a specific website. Uses concepts such as regular expression and HTML data extraction.