

Dylan Chapman - Software Developer

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Summary:

Dylan is a passionate young graduate from the University of Otago who is a technology enthusiast that is intrigued by learning new skills. Dylan is a fast learner and can adapt quickly to new environments. Dylan has great communication and customer service skills and can work efficiently in a team, or independently.

Technical Skills:

- Java
- Swift
- JavaScript
- HTML/CSS
- Unity
- UnityScript
- Photoshop

Projects:

Blackjack play calculator: (2015)

- Created a web tool to help play/learn Blackjack. You input your cards and it tells you the best play to make depending on the rules you set.
- Written in JavaScript, HTML, and CSS using bootstrap. Planning to create iOS/Android applications.

Videogame Project: (Jan – Feb, 2015)

- A 2D platformer using Unity2D.
- In a team with three other people.
- Was responsible for programming, design and creating assets.

Education:

University of Otago: (2013 – 2015)

Bachelor of Science: Computer Science Major

Relevant Coursework: Data Structures and Algorithms, Object Oriented Design,
User Interfaces, Web Development.

Employment History:

Forsyth Barr Stadium, Suite Host. (2014 – 2015)

I was responsible for hosting important clients in corporate boxes at the Forsyth Barr Stadium. This required excellent customer service and communication skills.

Key responsibilities:

- Greeting / hosting executive clients
- Displaying good customer service skills by making sure they had what they needed and felt welcome.

Achievements:

- Received positive feedback and a testimonial from the client. This resulted in being assigned executive clients after delivering excellent customer service and building rapport.