

Asa S. Dillahunt

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Education

Bachelor of Science in Computer Science and Mathematics, December 2021
The University of Alabama Honors College in Tuscaloosa, AL

Computer Skills

Statistical/Production Software: MATLAB, Microsoft Excel

Business Tools: Git, Microsoft Office, Google Workspace

Language Proficiencies: M, TypeScript, JavaScript, C#, C, C++, JAVA, Python, Bash, HTML5, CSS3

OS Proficiencies: Linux, Mac OS X, Windows

Other Relevant Proficiencies: .Net, Node.js, React, React Native, Bootstrap, Firebase, pandas

Select Work Experience

Software Developer

(February 2022 – May 2023)

Epic Systems | Madison, WI

- Responsible for the development of 20 logs and quality assurance testing for over 50 involving topics ranging from accessibility and customization to real-time interfacing and performance
- Demonstrated skill in JavaScript, TypeScript, M, C#, and the React framework
- Lead and organized a bi-weekly division meeting. Responsibilities included: coordinating with developers and quality management to present current development projects, learning topics, quality trends, and team building
- Conducted meetings with customers to coordinate design and features
- Lead development meetings with user experience designers, quality assurance managers and other developers to discuss design, scope, and integration for development projects
- Served as subject matter expert for real-time prescription benefits, electronic prescription cancellations, and data reporting for my division

Intern Supporting TBE

(May 2021 – August 2021)

Axient (formerly QuantiTech) | Huntsville, AL

- Automated the collection of data across multiple web applications using Selenium and BS4 libraries in Python
- Used said data to automatically generate reports using Pandas
- Built a GUI using Tkinter that monitors the progress of the scraper
- Adapted the project to be compatible with any Windows environment

Project Work

Personal Portfolio Website

(August 2019 – Present)

- Built and deployed a personal website on GitHub Pages to display past and current projects
- Constructed unique animations using CSS keyframes and JavaScript animation frames
- Demonstrated a strong knowledge of HTML/CSS and proficiency with JavaScript
- Utilized Git and Git versioning
- Developed proficiency with Linux and Apache web server

Qubic Tic Tac Toe

(November 2020 – February 2021)

- Rebuilt a command line interface game in HTML and JavaScript
- Constructed a 3D representation of the game environment using Three.js
- Developed a cloud-based solution that allows players to compete remotely using firebase realtime database

Data Structures Library

(August 2019 – December 2019)

- Implemented advanced data structures (i.e. Circular Dynamic Array, Left-Leaning Red Black Tree, and Binary Heap) in C++
- Demonstrated a proficiency in C++
- Applied knowledge of common database structures and algorithms