

# Dylan M. Blake

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Github: github.com/blakedylan16

## TECHNICAL SKILLS & CERTIFICATIONS

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**Proficient in C++, Python, and JavaScript Libraries** || Intermediate in C#, C, and Unity Development || Previous Experience with Java, TypeScript, Linux, and LaTeX  
**Certified** by IBM Developer Skills Network for **Python for Data Science & AI** (Issued Nov. 2022)

## EDUCATION

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**New York University Tandon School of Engineering** Graduating May 2025  
**Bachelor of Science - Computer Science**  
Minors: Game Engineering, Math

- Relevant Coursework: Data Structures & Algorithms (Python), Object-Oriented Programming (C++), Advanced Computer Algorithms, Linear Algebra & Differential Equations, Computer Architecture

## EXPERIENCE

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**Web App Dev. and Data Visualization Intern** June 2024 - Aug. 2024  
Mathematica

- Completed end-to-end testing code for a client-facing web app dashboard, ensuring the reliability and functionality of key features in a high-stakes environment by meticulously identifying and resolving bugs and performance issues.
- Developed a three-part data visualization using D3.js and HTML, translating complex policy-relevant datasets into actionable insights for public well-being initiatives.
- Collaborated with cross-functional teams including developers and fellow interns, to integrate technical solutions with social and humanitarian missions, demonstrating a commitment to using technology for public good.

**Project Lead Developer** Jan. 2024 – Present  
Personal Project

- Responding to the need for enhanced educational support, utilized React.js to craft a dynamic web-based chatbot. Engineered to foster critical thinking and independent learning, the chatbot provides tailored assistance, empowering middle and high school students to excel academically.
- Implementing Firecloud database management to store and analyze user interactions, facilitating the AI-powered generation of personalized study guides tailored to individual learning preferences.
- Demonstrating proficiency in front-end development with React.js and database management with Firecloud, contributing to the successful creation of a cutting-edge educational platform.

**Unity Developer** Sep. 2022 – May 2023  
NYU Robomaster - UltraViolet

- Developed and maintained a training simulation codebase in C, applying object-oriented programming and game development principles.
- Utilized Git for version control, managing code changes, tracking revisions, and integrating new features and bug fixes with the team.
- Ensured code quality and consistency by following coding standards, participating in code reviews, and providing constructive feedback to peers.

## PROFESSIONAL AFFILIATIONS

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**National Society of Black Engineers** Sep. 2021 – Present  
NYU Chapter - Collegiate Member