Dylan Cao

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EDUCATION

UNIVERSITY OF HOUSTON
BS in Computer Science
Graduation Date: Dec 2023
College of Technology
GPA: 3.16

SKILLS

PROGRAMMING
Proficient:
Python3 • JavaScript

Competent:
C++ • HTML5/CSS3

Familiar:
SQL • C# • Typescript

TECHNOLOGIES
Web Development Tools:
Next.js • .NET Core

Back-End Tools:
MongoDB • Scrapy
Pandas • PyTorch

COURSEWORK
Fundamentals:
Introduction to Programming
Programming and Data Structure
Computer Architecture

Advanced:
Computer Vision
Introduction to Data Science
Algorithms and Complexities

TECHNICAL PROJECTS

BEEFMASTER | Algorithmic Trading Visualizer Website
- Implemented a trading bot that executes trades for paper-assets triggered by text messaging.
- Developed a stock ticker price visualizer using Streamlit for visual integration with cached data.
- Implemented a caching system that stores extraneous trivial information on stock tickers.
- Currently implementing InteractiveBrokers Trading API to be able to paper-trade Reliably.
- Created a web scraping back-end that utilized Python3 libraries such as Matplotlib, NumPy, SciPy, seaborn, and pandas.

MACHINE LEARNED ARTIST | AI-Trained Art Generator

- A public hosted web application using Ngrok, which allows visitors to transfer art styles from input photos using machine learning methods.
- Utilizes VGG-19 machine-learning model to orchestrate at least 512 input files into an output that produces the neural-style transfer art.
- Implementation for Google Tensorflow model to compare a maximum of 1024 output images.
- Developed on cloud development environment services, Google Colab and Jupyter notebooks.

HEMO: FIRST BLOOD | Top-Down Shooter Unity Game

- Worked with a team of 6 members to create a 2D Unity Game that incorporates dynamic staging through player advancements.
- Developed a scaled difficulty system that spawns more enemies based on 50 primary progressive parameters.
- Designed and implemented a user-interface of 200+ UI elements using Aesprite and Adobe Lightroom, simplifying overall user experience.
- Developed an 8-directional sprite format for 30 characters, creating a more intuitive mechanic for optimized gameplay.