Dennis Cejvan

Schaumburg, IL — chicagodenny@gmail.com | dcejvan@uiowa.edu

EDUCATION

University of Iowa Iowa City, IA
Bachelor of Science in Computer Science, Minor in Mathematics *Graduating May 2027*
- **Relevant Coursework:** Algorithms, Data Structures, Computer Organization, Networks
- **Extracurriculars:** Association of Computing Machinery (ACM), Campus Symphony Orchestra (CSO)

EXPERIENCE

Software Engineering Intern May 2025 – Present
NetInformatik Inc. *Schaumburg, Illinois*
- Developed an automated service suspension system by integrating **WHMCS API** and **SNMP,** enabling real-time client service management and reducing manual workload by **20%**
- Designed and implemented backend scripts to monitor server health and create custom client-facing graphs using **LibreNMS**
- Built a full-stack internal company tool for employee reviews using **PHP/MySQL** as backend with JavaScript frontend, implementing session authentication and SQL injection prevention for secure CRUD operations
- Assisted in maintaining and refactoring internal business websites, performing formatting and configuration adjustments to maximize cross-browser compatibility

Level Designer and Programmer November 2022 – Present
Inverse Games *Schaumburg, Illinois*
- Exceeded business expectations by developing **12** environments in Blender within **4** days to release the project before its deadline
- Integrated 1000+ data points of community feedback into projects by polling users on **20+** features and plans

Game Director and Programmer January 2021 – September 2021
Vetra Studios *Schaumburg, Illinois*
- Directed a team of 3 by organizing meetings and project deadlines to create a video game on Roblox that amassed **400,000** plays and **$5,000** earned
- Constructed a modular pet companion system that allowed other developers to add companions without knowledge of the code base
- Integrated **30+** Lua Scripts in a multilayered code environment to create a feature-rich video game

PROJECTS

niwagarden | *anime.js, Three.js, Node.js, Vite, Blender, GitHub* February 2024
- Developed a study technique web game within **36 hours** for HackIllinois with **5+** features to increase user return rates
- Utilized Github to streamline version control and updates within a **team of 3**
- Constructed a **3D interactable workspace** using Three.js for users to create their personalized gardens

Portfolio | *JavaScript, React.js, Vite, Three.js, Getform, anime.js* December 2023
- Built reusable UI components using React.JS to create website sections efficiently
- Implemented a 3D interactable website as a unique way to add depth when navigating the webpage
- Received feedback and commission inquiries through forms written using GetForm

Drift Central | *Lua, Roblox Studio, Blender* January 2022 – Present
- Developed a car drifting video game which featured an advanced car chassis system
- Created user-customizable vehicles using A-Chassis with over **10+** customizable features and **15+** usable vehicles
- Published game to Roblox gaining **70K+** plays with an **81%** approval rating through organic traffic
- Used Blender and Roblox Studio to create over 4 levels for users to drive through

TECHNICAL SKILLS

Languages: Java, Python, C#, JavaScript, HTML/CSS, Lua, PHP, SQL, C++, C, Assembly
Frameworks: React, Node.js, Three.js, Matter.js, Vite
Developer Tools: Google Firebase, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Unity, Roblox Studio, Blender, GitHub