

Dylan Celius

507-458-9515 | dylan.celius@gmail.com | Minneapolis, MN

Education

University of Minnesota Twin Cities

May 2023

Bachelor of Science with Distinction
in Computer Science

Languages

C++

C#

Python

Java

GLSL

TypeScript/Javascript

MySQL

Tools

Jira

Unity

Linux / Unix

Android Studio

Git / GitHub / GitLab

Microsoft Visual Studio

Microsoft Active Directory

Unreal Engine

Docker

Skills

Agile / Scrum

Software Testing

Test Automation

Algorithms and Data Structures

3D Math and Computer Graphics

Mobile Application Development

Network Architecture and Protocols

Secure Software Development

UI Design and Evaluation

Project Management

Team Leadership

Mission

I am a passionate software engineer driven by curiosity, challenge, and innovation. When exposed to a game filled with powerful music, moving stories, or beautiful designs, I can feel the passions of every person involved in its creation. My goal is to repay that level of dedication by utilizing my skills as a software engineer to help develop new games for others to enjoy. I strive to be a part of something that inspires others with wonderment and awe.

Work Experience

Supreme Technology Overlord, University of Minnesota

August 2019 - Present

- Managed a team of 6 student staff members by delegating tasks, removing blockages, and encouraging an energetic environment
- Streamlined annual inventory audit on a fleet of over 1,200 devices by creating a spreadsheet with custom scripting and implementing a barcode system, reducing the time it takes to complete by 25%
- Resolved IT support tickets for 90+ non-technical staff by utilizing troubleshooting, critical thinking, and communication skills
- Fostered consistent knowledge transfer between team members by standardizing documentation on products, processes, and workflows
- Promoted twice: from Computer Center Coordinator in 2020 and from Technology Support Staff in 2021

Software Engineer Intern, Siemens

May 2022 - August 2022

- Collaborated with other interns during code reviews to improve overall test quality and maintain best practices
- Developed 7 automated tests over the course of the internship resulting in 45 minutes saved during biweekly regression testing
- Ensured the sustainability of each test by documenting its prerequisites, suggestions for improvement, and current shortcomings
- Championed the use of each test in the standard workflow by presenting results to team leaders and product owners

Project Experience

Raytracer | C++ | Spring 2023

Stone Soup | Android Studio, Java | Spring 2023

Maze Attack! | Unity, C# | Fall 2022

Study Spaces | Android Studio, Java | Fall 2022

Drone Rescue Simulation | C++ | Fall 2021

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