

Dylan Alejandro Davis

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Portfolio — GitHub — LinkedIn

Career Objective

New Computer Science graduate with a strong foundation in embedded systems, cybersecurity, and full-stack development, seeking a position to apply research experience and technical skills in a dynamic, innovative environment.

Programming Languages: C, Python, JavaScript, TypeScript, HTML/CSS, MATLAB

Frameworks & Tools: React, Firebase, PyTorch, Git, Wireshark, Godot, PlatformIO

Systems: Linux, Powershell, Zephyr, MariaDB, Proxmox

Soft Skills: Public Speaking, Team Leadership, Communication, Networking, Customer Service

Languages Spoken: English, Spanish

Education

The University of Kansas, Lawrence, KS

Graduation: May 2025

Bachelor of Science in Computer Science — Minor in Business

Certificate in CyberSecurity

Professional Experience

Undergraduate Research Assistant

May 2024 – May 2025

The University of Kansas

- Contributed to Bluetooth Mesh Lab and a phishing-based social engineering study under Dr. Bardas.
- Programmed embedded systems in C using Zephyr libraries; conducted lab and field testing.
- Reviewed research literature for conferences.

Orientation Assistant

May 2021 – May 2024

The University of Kansas

- Promoted to Senior Orientation Assistant; mentored 10+ peers and managed team coordination.
- Facilitated orientation and transition services for over 500 new students.
- Delivered presentations, organized special projects, and handled accommodations.

Personal Projects

Personal Website

- Developed and deployed a work in progress portfolio using HTML, CSS, TypeScript, and GitHub Pages.

Homelab Setup

- Working on configuring a secure homelab.
- Clustered a stack of raspberrypi's using Proxmox.

School Projects

- **Escape At The Museum:** Virtual reality game using godot, goxel, and audacity.
- **GymBuddy:** an app utilizing firebase, and JS react.
- **Database Project:** MariaDB, and Python.
- **Numerical Analysis Project:** matlab, Python, and open source .csv files.
- **Self driving car project:** embedded systems programming in C using platform IO.