Dylan Herthoge

www.linkedin.com/in/dherthoge | Bloomington, IN
dherthog@iu.edu | (574) 302-1919

EDUCATION

Indiana University, Bloomington, IN **May 2023**
Bachelor of Science in Computer Science **GPA: 3.78/4.00**
Concentration: Software Engineering
Minors: Mathematics

WORK EXPERIENCE

Indiana University, Bloomington, IN
Undergraduate Instructor

    C343: Data Structures **Fall 2021, Spring 2022**

    C211/H211: Introduction to Computer Science **Fall 2020, Fall 2021**

- Assisted 45 students with learning core concepts of programming such as recursion, sorting, data structures, etc. by holding office hours and co-instructing a lab session
- Collaborated with colleagues to improve the effectiveness and efficiency of our courses by attending weekly meetings
- Graded labs and assignments in order to give comprehensive feedback to students

Bedloft.com, Bloomington, IN **May 2021 – August 2021**
Management Intern

- Supervised teams of workers to ensure all work is completed thoroughly
- Informed supervisor of the progress of my teams' work to allow an adequate planning period for the following day's work
- Collaborated with IU Residential Staff to gain access to required materials and work sites

Indiana University, Bloomington, IN **January 2021 – July 2021**
COVID-19 Testing Site Staff

- Assist upwards of 700 patrons daily in completing their COVID-19 test to ensure a trouble-free experience
- Handle completed tests carefully to prevent false positives
- Collaborate with co-workers to improve the efficiency of testing procedures

TECHNICAL SKILLS

Languages: Java, C, Racket
Databases: PostgreSQL
Operating Systems: Microsoft Windows, Linux, Android

PROJECTS

Travel Guide App **November 2021**
C323 - Mobile Application Development (Android)

- Utilized SQLite and Room API to store information related to destinations the user has traveled to
- Designed a custom Content Provider to allow other applications to perform CRUD operations on the user's travel logs

Snake **October 2020**
C291 - Programming in C and Unix

- Used C to create a custom version of Snake with 3 difficulties and various food types and difficulties