

Dillon Hammer

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EDUCATION

Northeastern University, Boston, MA

September 2018 — May 2021

Bachelor of Science in Computer Science, GPA: 3.96/4.0

Khoury College of Computer Sciences

Relevant Coursework: Web Development, Artificial Intelligence, Theory of Computation, Programming Languages, Networks & Distributed Systems, Computer Systems, Object-Oriented Design, Algorithms & Data, Database Design, Logic & Computation, Fundamentals of Computer Science

Activities: Symphonic Orchestra, NU Stage, Sandbox (student-led software consultancy)

SKILLS

Programming Languages: JavaScript/TypeScript, Java, SQL, HTML, CSS

Technologies/Software: React, Git, AWS (EC2, S3, Lambda, Elasticsearch, Redshift), Docker

Spoken Languages: English (native), Spanish (proficient)

WORK EXPERIENCE

Software Engineer I, **PowerAdvocate**, Boston, MA

January 2020 — August 2020, June 2021 — Present

- Developed, tested, and code reviewed full-stack applications within an agile environment
- Architected and designed an entirely new microservice to replace existing third-party service that analysts use to enhance a factbase containing \$4+ trillion of spend
- Developed an internal application used by 70+ employees to gather and enhance location data for suppliers
- Migrated and re-structured data from existing Oracle database into Redshift, memSQL, and Elasticsearch
- Implemented endpoints to query data across multiple Elasticsearch indices and a memSQL database
- Collaborated with other developers to effectively split up workload and complete features on time
- Gave frequent updates and reliable estimates to product owner in order to better prioritize the feature list

Head Course Assistant for CS 2800: Logic & Computation, **Northeastern University**

January 2019 — May 2021

- Run weekly lab of over 20 students to reinforce lecture material
- Hold weekly office hours to provide focused assistance for students
- Grade assignments and exams in an efficient and timely manner
- Tutor students who needed additional practice in a one-on-one setting

PROJECTS

boardgames

May 2020 — September 2020

- Created web-app that allows users to play boardgames online; developed using React, Node.js, and Socket.IO
- Implemented Love Letter and Codenames, with plans for future games to be added

LanguageX

June 2020 — August 2020

- Developed backend for a language-learning startup targeting functional learning over level-based courses
- Maintained a MongoDB database running on an AWS EC2 instance to support a Node.js backend
- Collaborated regularly with founder and designers to ensure development was aligned with product vision

INTERESTS

Cello, Crosswords, KenKen, Theater Music