Dylan Kenniff

Computer Science Student

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OBJECTIVE

A software development internship where I can both demonstrate my proficiency and enhance my understanding of problem solving and programming.

EDUCATION

Cornell University, Ithaca, New York
Bachelor of Arts in Computer Science (Expected May 2025)

August 2021 - Present

GPA: 4.08

Relevant coursework: *Data Structures & Functional Programming (CS 3110), C++ Programming (CS 2024), Intro Design & Programming for the Web (INFO 1300), Discrete Structures (CS 2800) , Object-Oriented Programming (CS 2110), Introduction to Computing Using Python (CS 1110)*

Regis High School, New York, New York

September 2018 - June 2021

PROJECTS

OCaml Settlers of Cornell Game *- Final Project for CS 3110*
Worked in a group with two other students to develop an OCaml game similar to Settlers of Catan over the course of a semester.

Java Optimized Path Finding Algorithm *- Final Project for CS 2110*
Implemented Djikstra's shortest path algorithm to maneuver a character through a maze to a known location (seek state). Designed and implemented the algorithm used to maneuver the character out of the maze to achieve the highest possible game score (scram state).

TECHNICAL SKILLS

Java, Python, OCaml, C++, JavaScript, HTML5, CSS

WORK EXPERIENCE

O'Malley's Cabin on the Lake *- Server and Host*
May 2022 - August 2022
Showcased organizational skills serving and hosting guests in a fast-paced environment that was chronically understaffed.