

Dylan Khor

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EDUCATION

Iowa State University

Ames, IA

Master of Science, Computer Science (CGPA: 3.96)

AUG 2023 - DEC 2025

Bachelor of Science, Bioinformatics and Computational Biology (CGPA: 3.98)

AUG 2020 - MAY 2023

WORK EXPERIENCE

Source Allies

Urbandale, IA

Apprentice Software Engineer

MAY 2025 - AUG 2025

- Collaborated cross-functionally to enhance the account management system's observability and internal chatbot user experience, following Extreme Programming (XP) principles.
- Deployed IaC with Terraform, using Azure Functions and Service Bus for event-driven, asynchronous communication between the HR tool and dependent systems, reducing response times.
- Migrated existing Azure applications to OIDC authentication, removing secret rotation dependencies and eliminating security vulnerability risks from credential exposure.
- Built multi-session functionality with FastAPI (Python) and React TypeScript, enabling the chatbot to manage parallel, context-aware conversations for real-world HR and developer workflows.
- Improved the internal chatbot's RAG pipeline with GitHub documentation integration as data source and Cohere Rerank 3.5 via Amazon Bedrock Rerank API, boosting response accuracy by 10%.

Iowa State University

Ames, IA

Graduate Research and Teaching Assistant

AUG 2023 - PRESENT

- Advancing adaptive discretization techniques in the domain of robotics to enhance real-world applicability and efficiency.
- Leveraged expertise in Python Programming, Algorithm Designing, and Machine Learning to guide students toward academic success. Recognized with Teaching Excellence Award in Fall 2024.

Voting Machine Research Assistant (VRAC Department)

JUN 2023 - AUG 2023

- Tested the usability of a third-party voting machine with disabled study participants to assess accessibility and user experience.
- Tuned audio pitch using FFmpeg and Rubber Band software to ensure privacy protection.

PROJECTS

Portfolio

- Customized and developed a personal portfolio using React, Vite, and Tailwind CSS, with optimized accessibility and responsiveness across different devices.
- Integrated 3D visuals and effects with React Three Fiber to enhance interactivity and user experience.

3D Modeler

- Designed and developed a computer graphics interface for 3D object modeling using C++ and Vulkan API, enabling seamless deployment in applications like Blender and SolidWorks.

Checkers-AI

- Developed a Java-based single-player Checkers game with a competitive AI and an intuitive, user-friendly graphical interface.

Randomized Progressive Deblurring for Image Classification

- Developed a novel training approach for image classification models, enhancing generalization by an average of 24%.

TECHNICAL SKILLS

Languages: Python, Typescript, Javascript, Java, C++, HTML/CSS, SQL, Bash

Frameworks and Libraries: React, Tailwind CSS, Node.js, Jest, FastAPI, PyTorch, OpenCV, MuJoCo

Cloud & Infrastructure: Azure (**Fundamentals Certified**), AWS, Terraform

Developer Tools: Git, Docker, Linux, Postman, VSCode