

# 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