Dylan Smith

dylan1999.smith@gmail.com | 515-661-3743 | github.com/dms909 | dylansmith.io

Objective

To obtain a software engineering internship during the summer of 2020

EDUCATION

Iowa State University   *Ames, IA*
Bachelor of Science in Software Engineering   *Expected May 2021*
Cumulative GPA: 3.09/4.0

EXPERIENCE

Iowa State Department of Computer Science   *Ames, IA*
Computer Science 227 Teaching Assistant   *August 2019 – Present*
- Use my knowledge of Java and object-oriented programming to answer questions and help students understand course material
- Hold office hours once a week where students attend to receive additional help to ensure their success in the class
- Lead a weekly lab section of 25 students to help students solidify programming concepts

Hy-Vee Technology   *Grimes, IA*
Software Engineering Intern   *May 2019 – August 2019*
- Worked on the Hy-Vee pharmacy team to develop and launch family accounts for their pharmacy website
- Used ASP.NET Core with C# to develop RESTful APIs for Hy-Vee's pharmacy web application
- Developed front-end web applications using React and Redux
- Followed Agile and TDD methodologies

Hy-Vee Grocery   *Grimes, IA*
Checker Stocker   *July 2015 – August 2018*
- Collaborated with team members to provide high quality customer service
- Responsible for accepting payment and ensuring smooth transactions
- Applied communication skills to provide a simple and enjoyable shopping experience

ACTIVITIES

Iowa State GENRE Music Club   *Ames, IA*
Club Secretary   *August 2018 – May 2019*
- Responsible for sending weekly emails to club members to keep them informed about club activities
- Took notes during weekly club executive meetings to keep records for club executive members

Computer Science and Software Engineering Club   *Ames, IA*
Member   *August 2017 – Present*

PROJECTS

ExerCYze Workout App
- Designing and developing an android app from scratch for Computer Science 309 with Android Studio and Spring Boot

Rogue-like Terminal Game
- Developed a rogue-like terminal based game over the course of a semester for Computer Science 327
- Successfully implemented game features using C and C++

TECHNOLOGIES

JavaScript, C#, ASP.NET, C, C++, React, Redux, Java, Python, SQL