# **Dylon Crowley-Perez**

## Developer

Hey@DylonCrowley.tech | DylonCrowley.dev | GitHub | LinkedIn

### Skills

Javascript - React - Vite - Node.js - Express - Git - Linux - HTML5 - SASS - CSS3 - Figma

## **Projects**

#### Windfall Matchup

https://windfall-matchup.netlify.app/

- Project built with React.js | Vite
- Classic matching card game wirth two difficulties that keeps track of users' highscore
- Generates a random number of image sets from an API
- Strong display of React useState comprehension

#### **Node Message App**

https://message-board-apba.onrender.com/

- Project built with JavaScript | Node.js | Express | EJS | MongoDB Atlas
- Simple global messaging app that displays the use of a number of technologies to make a cohesive dynamic app
- Display of my ability to use databases, middle-ware, and frameworks

#### **Portfolio**

DylonCrowley.tech

- Project built with React.js | Vite | SASS
- Two 'modes': Developer View and Normal view
- Strong display of React useState, conditional rendering, and multi-page application

## Relevant Experience

Randstad May 2022 - May 2023

#### **Network Technician - Contract**

- Contributed to the completion of a major PC replacement project of over 1,000 units throughout the entirety of the campus within 3 months
- Maintained hardware, software, and ensured Partners compliance throughout campus
- Assessed, diagnosed, and repaired computer component failures
- Managed end-user's account permissions, oversaw correct provisioning of access rights in accordance to partners compliance
- Worked with Service Now ticketing system, Epic environment, Cisco, and MS Office

#### **Mass General Brigham**

March 2020 - May 2022

#### **Audiovisual Technician - Full Time**

- Project management, lead client meetings on a number of projects ranging from conferences, training videos and more
- Initiated and maintained the mobile responsive design for the BWH Video Archive via HTML, CSS & JavaScript
- Ran webcasts via Panopto, OBS Studio, & Deevos
- Photography for BWH Bulletin