Dylan Rothfeld Software Engineer

PERSONAL DETAILS

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GitHub https://github.com/drothfeld

LinkedIn https://www.linkedin.com/in/dylanrothfeld/

EDUCATION

MS. Computational Media

2017–Current

University of California, Santa Cruz

Studies focussed on UI/UX development, web applications, IOS development, and 3D modeling/animation.

BA. Computer Science

2012 - 2016

University of California, Santa Cruz

Studies focussed on computational theory, software development, and 3D modeling/animation.

WORK EXPERIENCE

Graduate Teaching Assistant (Software Engineering)

2017–Current

University of California, Santa Cruz

Responsible for managing 10 groups of 5-6 computer science undergraduates working on their final projects. Overseeing scrum meetings. Reviewing teamwork and providing feedback. Grading and evaluation of projects.

Software Engineer

Summer 2017

productOps

Worked with team of designers and engineers using agile development methodologies to build an angular web platform for the client. Primarily worked in the front-end.

3D Animator, Data, and Touch Up Artist

2016-2017

Apple

Learned and applied new software to create and improve attractive 3D environments. Designed 3D Flyover City Tours. 3D Modeling. Geospatial Analysis and Data correction. Training new hires.

Software Engineer (Tutor & Grader)

2014-2016

University of California, Santa Cruz

Managing weekly labs to provide students help with programming assignments and lab-work. Grading of programming assignments, labs, and final examinations.

SKILLS

Technologies Python, Java, Javascript, C, Objective C, Swift, HTML, CSS, Typescript

AngularJS, EmberJS, IATEX, GIT, SQL, Unix

Software Blender, Maya, Adobe Photoshop, Substance Painter 2, Unity, Unreal 4

Xcode, Android Studio, Autodesk Fusion 360

CURRENT/RECENT PROJECTS

Pattern - (Role: IOS Software Engineer) Currently developing an IOS application aimed to help patients recovering from certain neurological conditions re-strengthen their cognitive ability through rapid mental puzzles.

Nova - (Role: Front End) Worked with team at productOps to develop a platform for the councilor of California's community colleges that allows users to submit proposals for government funded educational programs/plans.