

DEVON STARR

Portsmouth, New Hampshire · (603)-828-9165 · devonstarr123@gmail.com

<https://www.linkedin.com/in/devon-starr> | <https://github.com/dstarr25> | <https://devonstarr.me/>

EDUCATION

Dartmouth College, Hanover, NH

June 2025

Bachelor of Arts, Major in Computer Science and Minor in Digital Arts

GPA 3.91/4.0

Activities: Robotics Club, DALI Lab, Data Visualization for *The Dartmouth*, Zeta Psi Fraternity

Relevant Coursework: Problem Solving via Object Oriented Programming, Software Design and Implementation, Intro to Applied Computer Science, Discrete Mathematics in Computer Science, Computer Graphics, Full-Stack Web Development

Portsmouth High School, Portsmouth, NH

June 2021

Honors/Awards: Two Excellence awards in Computer Science,

GPA 4.16/4.33

Kim Lim Foundation Science Award Scholarship

Class Rank 3/265

Ranked #2 in the Tri-State Math League Junior and Senior year

Member of National Honor Society and National Technical Honor Society

PROJECTS

Cookie Clicker but You Type, Unity 2D Steam Game

August 2020 – October 2021

- Designed and produced a desktop game which uses the addictive nature of *Cookie Clicker* to help players practice typing

Dali Museum Eye Tracking Exhibit, Unity 3D App

January 2022 – June 2022

- Developed a digital museum exhibit for the Salvador Dalí Museum in St Petersburg, FL, which uses eye tracking to inform users about their viewing patterns when looking at different Dalí paintings
- Traveled to St Petersburg with the team to present the exhibit to the museum chairs and guide them in using the software

Veridium, Unity VR App

September 2022 – March 2023

- Built an interactive VR app for a professor in Dartmouth's chemistry department, which visualizes crystal structures
- Created a system for storing and generating complex, scalable 3D crystal structures in Unity

MemoryScape, Unity VR App

March 2023 – Present

- Leading development of a virtual reality time capsule experience which connects to Google Photos and Spotify to bring users back to a time in their past
- Incorporates Unity web requests and a firebase database storage system to let users sign in and access their photos and music

Color Sudoku & Dice Mosaic Generator, React Web Apps

May 2022 & March 2023

- Implemented algorithms for sudoku solving in a React app to create an interface for generating, solving, and playing sudoku
- Worked with complex event handler systems and image parsing to turn any image into a grid of dice
- Created these as a way of learning the basics of web dev and React and interaction between JavaScript and DOM elements

React Notes, React App

April 2023

- Designed and assembled an app which uses React components to display notes which can be edited, deleted, and dragged
- Implements firebase authentication with Google, allowing each user to have a different panel of notes

Intrepid, React Native App

May 2023

- Developed frontend and backend for a React Native app which encourages users to step outside their comfort zones by letting them complete challenges to earn points and use those points to create custom challenges for others to complete
- Users select videos from their phone to submit a challenge, app stores videos for challenge submissions in an AWS S3 bucket
- Backend utilizes Express.js and Mongoose to store information about challenges, users, and their submissions in MongoDB

RELEVANT EXPERIENCE

DALI Lab, Dartmouth College, Hanover NH

January 2022 – Present

Software Developer

- The DALI lab is a highly selective group at Dartmouth in which teams of developers and designers work together to create projects that are sponsored by partners within Dartmouth or who unaffiliated with the school
- I've worked as a Unity 3D/VR developer on three different projects and am currently leading development on a VR project called MemoryScape

SKILLS & INTERESTS

Technical: Unity 2D/3D/VR, C#, Java, Python, HTML, CSS, JavaScript, React, React Native, Express.js, MongoDB, C, C++

Interests: Music, Drumming, Math, Tennis, Squash, Mountain Biking, Weightlifting, Skiing/Snowboarding, Climbing