

DEVON STARR

<https://devonstarr.me/>

EDUCATION

Dartmouth College, Hanover, NH

June 2025

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

GPA 3.93/4.0

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

Coursework: Machine/Deep Learning, Computer Vision, Computer Graphics, Full-Stack Web Dev, Database Systems, Compilers

PROJECTS

dPiction, Full-Stack Web Game

August 2023 – March 2024

- Designed/assembled a web Pictionary game from scratch, the frontend using Node/Vue.js and JavaScript's WebSocket API as well as Tailwind CSS for styling, and the backend using Bun.js and its built-in WebSocket functionality, along with a custom, Express-like API server module which I built from scratch. Game data is stored on the Bun server in custom data structures I designed for efficiency, and the frontend and backend are heavily typed with TypeScript.

Cookie Clicker but You Type, Unity 2D Steam Game

August 2020 – October 2021

- Designed and produced a desktop game which utilizes an addictive progression system adapted from the famous game *Cookie Clicker* to help players practice typing in an enjoyable and effective way.
- Published the game on the Steam store, and it has been played by thousands of people in over 20 different countries.

Intrepid, Mobile 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.
- Backend uses Express.js and Mongoose to store all user/app data in MongoDB. User submissions are stored on AWS S3.

MemoryScape, Unity VR App

March 2023 – June 2023

- Led development of a VR time capsule experience which connects to Google Photos and Spotify to bring users back to their past, procedurally generating an immersive memory room with their photos and music from a time period of their choosing.
- Utilized Unity web requests along with Google and Spotify API authentication and data retrieval endpoints to access user data and a firebase database system to store it.

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.

EXPERIENCE

Walmart Global Tech, Sunnyvale, CA

June 2024 – Present

Software Engineer Intern

- Built orchestration layer microservices for the account page within Walmart.com, using TypeScript, Docker, & Kubernetes

Neptune Flood Insurance, St Petersburg, FL

September 2023 – December 2023

Software Engineer Intern

- Refined and enhanced Neptune's various Vue.js web apps and APIs which use .NET/C#, LINQ, and SQL Server.
- Communicated with QA Engineers, Senior Devs, and clients to create full-stack features involving database migrations, custom backend endpoints, and sophisticated querying algorithms, as well as a frontend implementations for them.

DALI Lab, Dartmouth College, Hanover NH

January 2022 – Present

AR/VR Lead, Software Developer Mentor

- The DALI lab is a highly selective group at Dartmouth which utilizes scrum/agile methodologies in teams of developers and designers to create software projects for partners around the world. I've worked on VR, Web, and Mobile full-stack projects.
- As AR/VR lead and a mentor, I lead project development, mentor new members, and oversee AR/VR projects. I also conduct an introductory Unity/VR course, equipping students with foundational skills in the field.

Teaching Assistant, Dartmouth College, Hanover NH

September 2023 – Present

- Teaching Assistant for: Software Design and Implementation (CS 50) and Full-Stack Web Development (CS 52), providing guidance on course materials by conducting regular office hours and being available asynchronously to answer questions.

SKILLS & INTERESTS

Technical: Unity 2D/VR, C#, TypeScript, Java, React, React Native, Vue.js, C/C++, Python, MongoDB, SQL, Rust, Node.js

Interests: Alarm Clocks, Drumming, Math, Racket Sports, Mechanical Keyboards, Weightlifting, Snowboarding, Climbing