

# DEVON STARR

<https://devonstarr.me/>

## EDUCATION

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**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

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**dPiction**, Full-Stack Web Game

**August 2023 – March 2024**

- Designed/assembled a web-based twist on Pictionary from scratch, using Node/Vue.js and JavaScript's WebSocket API as well as Tailwind CSS for styling. Backend uses Bun.js and its WebSocket functionality, along with a custom, Express-like API server module I built. 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.
- Used Unity web requests + Google and Spotify API auth and queries to access user data and a firebase database 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

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**Walmart Global Tech**, Sunnyvale, CA

**June 2024 – August 2024**

*Software Engineer Intern*

- Built upon orchestration layer microservices for accounts page on Walmart.com, using TypeScript, GraphQL Docker, K8s
- Devised and executed a method of converting all backend calls to a new monorepo structure, using a wrapper function and complex TypeScript functionalities to convert data types while minimizing required code changes

**Neptune Flood Insurance**, St Petersburg, FL

**September 2023 – December 2023**

*Software Engineer Intern*

- Refined and enhanced Neptune's various Vue.js web apps as well as their 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 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 development of all 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

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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