

Dylan T. Vavra

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Portfolio: <https://dvavs.github.io>

SUMMARY

Full Stack Web Developer with a background in scientific research and life-long dedication to learning. Adept at leveraging creativity and a keen attention to detail to solve problems and achieve solutions. Committed to developing efficient, user-friendly applications.

TECHNICAL SKILLS

JavaScript, jQuery, Node.js, HTML5, CSS3, BootStrap, Git, GitHub.
Statistics, data transformation, data analysis; Microsoft Excel, R, SPSS.

PROJECTS

Hold My Beer!

GitHub: https://github.com/dvavs/Firefoxes_Bootcamp_Proj1

Demo: https://dvavs.github.io/Firefoxes_Bootcamp_Proj1/

- Users can select U.S. city/state and brewery type (by size). App displays information of breweries meeting criteria in list format and places interactive pins on a map that interface with brewery websites and Google Maps. Also allows users to filter results to display only breweries open at the time of search.
- Role: Conceptual design, configured API interface (including proxy server implementation), coded dynamic features.
- JavaScript, Node.js, AJAX, Google Maps APIs

Rock, Paper, Scissors, Lizard, Spock – Multiplayer

GitHub: <https://github.com/dvavs/RPSLX-Multiplayer>

Demo: <https://dvavs.github.io/RPSLX-Multiplayer/>

- Allows users to play rock, paper, scissors with two added gameplay options (lizard/spock). Restricts total number of players to 2, allowing them to specify usernames. Other visitors to the page can interact via a chat feature. Tracks wins and losses, resets individual scores upon player disconnect, and sends system alerts when players disconnect so others can join.
- Role: Designed and coded DOM, styles, and game logic.
- JavaScript, HTML5, CSS3, Bootstrap, Firebase.

Space Trivia

GitHub: <https://github.com/dvavs/TriviaGame>

Demo: <https://dvavs.github.io/TriviaGame/>

- Randomly presents trivia questions, using timers to limit how long players can respond. Tracks correct & incorrect answers and time remaining. Resets without browser refresh.
- Role: Designed and coded DOM, styles, and game logic.
- JavaScript, jQuery, AJAX, object-oriented programming, HTML5, CSS3, Bootstrap.

Heisenberg's Crystal Collector

GitHub: https://github.com/dvavs/Crystal_Collector

Demo: https://dvavs.github.io/Crystal_Collector/

- Randomly assigns a target number and button values that players use to create a sum equal to the target. Tracks wins, losses, and resets game without browser refresh.
- Role: Designed and coded DOM, styles, and game logic.
- JavaScript, jQuery, HTML5, CSS3, Bootstrap.

EXPERIENCE

University of Richmond, Richmond, VA

2016 - Present

Research Lab Specialist – Psychology

- Design, build, test, and debug experiments through platforms such as e-Prime, EyeLink Experiment Builder, Qualtrics, and Inquisit.
- Manage the mammalian research facility, ensuring compliance with federal regulations and standards.
- Serve as administrator of the undergraduate *Introduction to Psychology* research participation program.
- Collaborate on peer-reviewed scientific publications, publishing in journals including *Memory & Cognition* and *Neuroscience & Biobehavioral Reviews*.

EDUCATION

University of Richmond, Richmond, VA

October, 2019

Full Stack Web Development Coding Certificate

University of Richmond, Richmond, VA

May, 2014

Bachelor of Arts in Psychology