

Dylan Watters

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EDUCATION:

The University of North Carolina at Charlotte, Charlotte, NC

Dec 2023

Bachelor of Science in Computer Science

Concentration: Software, Systems, and Networks

Relevant Coursework: Network-Based Application Development, Mobile Application Development, Database Design and Implementation, Parallel and Distributed Computing

SKILLS:

Coding: Java, JavaScript, HTML / CSS, Python, SQL, C#

Personal: Strong Communication Ability, Problem-Solving, Teamwork

Proficiencies: Agile, Scrum, Git, Windows, Linux, Microsoft Office

PROJECTS:

Event Website

Fall 2023

- Developed front-end and back-end functionality with Node.js for a deployable website.
- Designed forms for user input and connected submissions to a MongoDB Atlas database.
- Set up routing functionality with Express and Mongoose.

Mobile Application Prototype

Fall 2023

- Utilized Java to develop a personal management application using Android Studio.
- Ensured mobile application met design standards and criteria.

Video Game Prototype

Summer 2023

- Created a fully functioning video game prototype using Unity 5.
- Wrote and debugged C# scripts for all objects and events.
- Sourced, created, and implemented three-dimensional art assets.

WORK EXPERIENCE:

The UPS Store

Aug 2021 - Dec 2021

Store Associate (part-time)

- Interacted professionally with customers to process orders swiftly and accurately on a strict deadline.
- Collaborated with a team of two to meet customer needs and service over 50+ customers per shift.
- Adhered to established procedures for packaging and shipping orders in order to follow company protocol.