

Dylan Abramson

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EDUCATION

Wesleyan University, Middletown, CT

May 2021

Major: Computer Science

Relevant Coursework: Data Structures and Algorithms, Intro to Functional Programming, Discrete Math, Multivariable Calculus, Linear Algebra, Video Game Development, Intro to AI, Probability Theory

EXPERIENCE

Software Engineer Intern, Employer: *Curriculum Associates*, Billerica, MA

June 2018 – June 2019

- Designed and implemented two web applications using Django to automate production processes and ensure fast access to large databases by utilizing ORM optimizations
- Created a custom search algorithm in Python by applying modified Levenshtein distance to grant curriculum writers simple access and search capabilities for variably structured content
- Used web scraping and third party APIs to dynamically research and analyze market trends and state-level product requirements

Course Assistant, Employer: *Wesleyan University*, Middletown, CT

January 2020 – Present

- Lead a weekly help session and grade course material for Introduction to Computer Science

Peer Tutor, Employer: *Wesleyan University*, Middletown, CT

September 2018 – Present

- Tutor students in Calculus 2 and Elements of Calculus for two to four hours per week

Counselor/Volunteer, Employer: *Frost Valley YMCA*, Claryville, NY

June 2015 – August 2019

- Led groups of eight 12-year-old boys for two-week sessions to facilitate a well-rounded camp experience
- Created challenging and engaging activities focused on outdoor education, team building, and personal growth

SKILLS AND PROJECTS

Languages, Frameworks, and Tools: Python/Django, Unity/C#, Swift, JavaScript/ReactJs, HTML/CSS,

Projects:

EVO, AI/Core Mechanics – STEM game built in Unity/C# with a team of 5 other students. Designed to teach second to fifth graders the core tenets of evolutionary theory. Winner of the best game award for IDEA350.

dabramson.io – Personal website and portfolio built with ReactJS and GraphQL.