Dylan Abramson
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EDUCATION

Wesleyan University, Middletown, CT May 2021
Major: Computer Science, GPA: 3.54, Current Honors Thesis Candidate
Relevant Coursework: Data Structures and Algorithms, Intro to Functional Programming, Discrete Math, Multivariable Calculus, Linear Algebra, Video Game Development, Intro to AI, Probability Theory, Differential Equations, Scientific Computing

EXPERIENCE

Software Engineer Intern, Employer: *Alarm.com*, Tysons, VA June 2020 – August 2020

- Developed a full stack feature for querying an in-house video classification model and generating and streaming GIFs around points of interest
- Worked with Azure blob storage and SQL stored procedures to safely save videos and encrypted paths to enable fast and secure access to generated thumbnails at scale
- Employed a variety of technologies to create a quick and responsive user experience such as FFmpeg, Ember.JS and ASP.net

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

Undergraduate Researcher, *ThayerLabs at Wesleyan University*, Middletown, CT June 2018 – June 2019

- Currently working on using deep reinforcement learning techniques and the Amber molecular dynamics simulation suite to aid in computational drug discovery
- Experimenting using principles from game theory, and alchemical binding free energy simulations
- Run simulations and analysis on Wesleyan's High Performance Computing Cluster

Course Assistant, Employer: *Wesleyan University*, Middletown, CT January 2020 – Present

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

SKILLS AND PROJECTS

Languages, Frameworks, and Tools: Python, UnityASP.NET/C#, JavaScript/Node+Express/Ember/React, UNIX, HTML/CSS,
Projects:
Wordwell - Currently building the entirety of codebase for a startup centered on fostering online discussion on literature and other print media. It's very much in its infancy, but is currently hosted at https://wordwelltest.herokuapp.com.
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.