Dylan Abramson

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EDUCATION

Wesleyan University, Middletown, CT   May 2021
Bachelor of Science, GPA: 3.39/4.00

Majors: Computer Science, Mathematics

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

EXPERIENCE

Web Development Intern*, Curriculum Associates*, Billerica, MA   June 2018 – June 2019

- Designed and implemented two custom print production web applications using Django to automate production processes and ensure fast access to large datasets by utilizing ORM optimizations
- Created custom one-off scripts by applying modified Levenshtein distance to grant curriculum writers simple access and search capabilities for variably structured legacy content
- Used web scraping and parsing libraries as well as search APIs to research and analyze K-8 assessment market trends and state-level product requirements

Peer Tutor*, Wesleyan University*, Middletown, CT   September 2018 – Present

- Tutor students in Calculus 2 and Elements of Calculus to enable students to maximize their potential

Counselor*, 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
- Coordinated camp wide events such as camp Olympics, and talent shows for a camp of over 780 campers

ACTIVITIES

Engineer*, Red Feather Studio*, Wesleyan University   October 2017 – Present

- Record, mix, and master audio for a variety of formats including podcasts and live bands

Member*, Video Game Development Club***, Wesleyan University   September 2018 – Present

- Meet biweekly to discuss game design concepts and participate in game jams

SKILLS AND PROJECTS

Languages, Frameworks, and Tools: Python/Django, Unity/C#, Swift, Standard ML, JavaScript, C, Git

Projects:
EVO, *AI Specialist* – STEM game built in Unity with a team of 5 other students. Designed to teach second to fifth graders the core tenets of evolutionary theory. Winner of best game for IDEA350.