Dylan Bienenstock

Web Developer

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ABOUT ME

Predominantly self-taught full stack web developer from age 10. Focused primarily on user interface / experience design. Passionate about privacy. Skills include analytical problem solving, excellent communication, and consistency. I think ahead and I learn quickly.

EDUCATION

Coding Dojo

Triple Black Belt (95%+ on all exams)

Bellevue, Washington Graduated April 2018

Rigorous 14 week web development boot camp. Wrote and debugged code for 60+ hours per week. Practiced algorithms and data structures every morning. Gained hands-on experience with MEAN stack, C# stack, and Python stack by completing multiple projects daily. Tri-weekly exams lasted 4h30min including wireframing and deployment on AWS.

EXPERIENCE

iD Tech Camps Programming Instructor

Stanford, California Summer 2016, Summer 2017

Instructed students age 7-18 in a semi-structured environment. Led classes in 3D Level Design, Java, Python, Raspberry Pi, and Tynker. Classes were taught in week long sessions to groups of 8 students. Students completed fully functional, self-directed projects by the end of each week.

PROJECTS

XPGP

Online social PGP keychain. Allows for easy key generation, sharing, and lookup. Presents functionality similar to that of GPG Keychain in an approachable, accessible platform.

Warp

Multiplayer space-shooter game with massive persistent galaxy. Contains hundreds of networked physics objects optimized using quadtrees.

CanlTake

Provides reliable information about drug interactions in a highly readable format. Aggregates data from multiple APIs, including RxNorm (US National Library of Medicine.)

Puzzle Snake

Simulates an interactive 3D puzzle using three.js. Allows the user to import and export configurations as a string of numbers. Based on the popular Rubik's Twist.

SKILLS

Technologies	Languages
Angular 5 NodeJS + Express Socket.IO jQuery ASP .NET Core MongoDB PostgreSQL Django	JavaScript TypeScript CSS / SCSS C# .NET Python Java Lua C / C++

Miscellaneous

UI / UX Design
Game Engine Design
Graphic Design
3D Level Design
3D Modeling
Electrical Engineering
iOS / Android Development