Dylan Cianfrone

[dylancianfrone.github.io](http://dylancianfrone.github.io)

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**Education**

**George Mason University, Fairfax VA**

Applied Computer Science, BS Awarded: December 2020

Computer Science, MS; concentration in Machine Learning Expected May 2022

**Skills**

* Adept at working in a team and communicating with others
* Receptive to new ideas and concepts
* Capable of picking up new methods and technologies on the fly
* Experience in Java, C++, Python, C, HTML/CSS

**Relevant Coursework**

* **Game Programming 2** *(Spring 2020),* **Software Engineering** *(Fall 2020)*
  + Experience working in a team on a large-scale project
  + Work with others to develop project timeline
  + Adjust to changing demands and problems to ensure project success
  + Practice using large, advanced data structures
* **Introduction to Artificial Intelligence** *(Fall 2020)*
  + Understand base concepts in artificial intelligence, including Bayes Nets, neural networks, and various search algorithms
  + Develop projects using these concepts to further understanding
* **Object-Oriented Software Specification and Construction** *(Spring 2021)*
  + Master contracts and other rules for creating strong objects in Java
  + Enforce understanding of mutable and immutable objects
  + Create strong, consistent documentation patterns
* **Theory and Application of Data Mining** *(Spring 2021)*
  + Create algorithms for clustering and classifying various large-scale datasets
  + Utilize scikit-learn modules to gain insight about data
  + Design and execute an original project using recommendation systems

**Work Experience**

*Peer Mentor,* Volgenau School of Engineering, Fairfax, VA

September 2018 - December 2020

* Tutor college students in various computer science and math courses
* Communicate in a way that works with each individual student
* Enforces a continued working knowledge of past coursework