Dylan Andres

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EDUCATION

Stony Brook University
GPA: 3.96
B.S. Computer Science (Expected Graduation: May 2022)
Relevant Coursework
- Object-Oriented Programming, Data Structures and Algorithms, Discrete Mathematics, Programming Languages, Computer Architecture, Linear Algebra

Awards & Honors
- Dean's List (all semesters)
- 2018 Presidential Scholarship

Extracurricular Activities
- SBU Hacks – Annual Hackathon
- Philippine United Student Organization (PUSO)

PERSONAL PROJECTS

Personal Website @ dylandres.github.io | HTML, CSS, JavaScript | Jan. 2020
- Website made using Bootstrap template with modifications made using HTML/CSS.
- Contact form made using JavaScript.
- Formspree API used to forward emails to personal inbox.
- Mobile-friendly UI.

Bit Racer | Python, Pygame | Oct. 2019
- Point-based highway driving game involving other cars as obstacles.
- Similar to other "endless runner" games like "Subway Surfers" and "Temple Run".
- Features pseudo-AI system for other cars, collision detection, and scorekeeping.
- Extensive use of Python's object-oriented features.

Flappy Bird Clone | Python, Pygame | Dec. 2018
- Clone of the hit mobile-game, Flappy Bird.
- Features scorekeeping, game physics, and collision detection.

EXPERIENCE

Personal Tutor
Self-employed – Stony Brook University / Jan. 2020 – Present
- Tutored fellow CS student, providing mentorship and help with various CS topics, mostly data structures and algorithms.
- Reviewed fundamentals, provided exam review material, and used whiteboarding to apply and reinforce CS concepts.

Languages
- Python, Java, C, OCaml, JavaScript

Technologies
- Pygame, LaTeX, HTML, CSS, Bootstrap