

Dylan Andres



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EDUCATION

Stony Brook University

B.S. in Computer Science; Minor in Linguistics

GPA: 3.96

Expected Graduation Date: May 2022

Relevant Coursework

- Introduction to Object-Oriented Programming; Data Structures and Algorithms; Discrete Mathematics; Programming Languages; Computer Architecture; Linear Algebra; Introduction to Linguistics; Syntax

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.
- Formspre 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