

# Dylan Andres

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## EDUCATION

### STONY BROOK UNIVERSITY

Aug 2018 - Present

*Bachelor of Science in Computer Science; Minor in Linguistics*

GPA: 3.97

*Expected Graduation Date: May 2022*

**Coursework:** Data Structures; Algorithms; Theory of Computation; Programming Languages; Computer Architecture; Software Development Fundamentals; Computer Networks; Linear Algebra; Statistics; Discrete Mathematics; Intro to Linguistics; Syntax

**Awards and Honors:** Dean's List (all semesters); 2018 Presidential Scholarship

**Organizations:** SBU Hacks - Annual Hackathon; Philippine United Student Organization (PUSO)

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## EXPERIENCE

### UNDERGRADUATE TEACHING ASSISTANT - DATA STRUCTURES

Aug 2020 - Present

*Stony Brook University*

- Held office hours, created lesson plans, conducted weekly classroom recitations, graded assignments, and led pre-exam review sessions alongside other teaching assistants.
- Used practice problems and whiteboarding to help students reinforce data structures concepts.

### PERSONAL TUTOR

Jan 2020 - May 2020

*Self-employed*

- Provided mentorship and taught fundamental topics including algorithmic thinking, object-oriented programming, recursion, and data structures to a computer science student.

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## PROJECTS

### ISS SKY SCANNER

Apr 2020

*Python, Tkinter, OpenNotify, OpenCage*

- Designed and developed a live scanner for the International Space Station to accurately trace its ground track.
- Utilized two web APIs: OpenNotify for satellite coordinate information and OpenCage for reverse geocoding.
- Implemented a user interface that features a self-updating map, satellite path history, and live location-status updates.

### PERSONAL WEBSITE @ DYLANDRES.GITHUB.IO

Jan 2020

*HTML, CSS, JavaScript, Bootstrap, FormSpree*

- Configured the website to run smoothly on a mobile and tablet user interface.
- Created a contact form using JavaScript.
- Developed an emailing feature using the Formspree API to forward contact forms to personal inbox.

### BIT RACER

Oct 2019

*Python, Pygame*

- Created a point-based highway driving game similar to other "endless runner" games like "Subway Surfers" and "Temple Run".
- Made extensive use of Python's object-oriented features to render game objects.
- Features a pseudo-AI system for other cars, collision detection, scorekeeping, and garbage collection to optimize game object memory usage.

### FLAPPY BIRD CLONE

Dec 2018

*Python, Pygame*

- Developed a clone of the hit mobile-game "Flappy Bird".
- Utilized the polygon drawing feature from the Pygame module to create static game objects and a user interface.
- Implemented scorekeeping, collision detection, and game physics.

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## SKILLS

- **Languages:** Python, Java, C, OCaml, MIPS Assembly, JavaScript, HTML, CSS
- **Technologies:** Pygame,  $\LaTeX$ , Tkinter, Bootstrap, Git, MySQL, bash, zsh, JUnit, macOS, Windows