Dylan Andres

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EDUCATION

STONY BROOK UNIVERSITY Aug 2018 - Present
Bachelor of Science in Computer Science; Minor in Linguistics
GPA: 3.96
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)

EXPERIENCE

UNDERGRADUATE TEACHING ASSISTANT - DATA STRUCTURES Aug 2020 - Present
Stony Brook University
• Held office hours, conducted weekly classroom recitations, and assisted other teaching assistants during pre-exam review sessions.
• 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.

PROJECTS

ISS SKY SCANNER May 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.

SKILLS

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