DYLAN ILVENTO

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Experience

Platform Software Engineer
WillowTree

- Design and develop large-scale enterprise web applications for clients' needs
- Collaborate with product designers as well as test, front-end, and back-end engineers to meet objectives in given agile sprint
- Design and develop automation testing in collaboration with quality assurance engineers

Charlottesville, Virginia
Dec. 2021 — Present

Co-founder & Developer
Ward Games

- Develop and design games using Unity and C#
- Determine strategy and direction of studio
- Create content marketing initiatives with podcast and Hidden Gems PAX panel series
- Source guests for podcasts and panels
- Write copy for social media and podcast descriptions

Richmond, Virginia
Jul. 2015 — Present

Web Developer
Virginia Auditor of Public Accounts

- Redesigned and developed state financial transparency portal using AngularJS and Bootstrap libraries
- Implemented ChartJS library to provide visualizations to transparency portal
- Coordinated with Database Administrators to deliver visualized data via PHP and SQL calls to SQL backend
- Collaborated with directors and government stakeholders on design and functionality of state websites

Data Analysis Team
Richmond, Virginia
Sep. 2016 — Nov. 2021

Web Development Specialist
Virginia Commonwealth University

- Maintained up-to-date information on School of Engineering and departmental websites
- Migrated content from WordPress platform to TerminalFour platform
- Converted existing School of Engineering websites to a responsive layout using Bootstrap framework

School of Engineering,
Office of Marketing and
Communications
Richmond, Virginia
Sep. 2015 — Sep. 2016

Education

Virginia Commonwealth University

Bachelor of Science in Business Management and Administration
Bachelor of Science in Computer Science
Minor in Writing

Richmond, Virginia
Aug. 2012 — May 2016

Tools

Software & Technologies
Adobe Creative Cloud
Unity
Git

Programming Languages
C#
JavaScript
PHP