

Dylan Kleinman

I am experienced in using agile frameworks to provide dependable and robust applications. I am interested in creative and challenging projects, as well as working in a fast paced and modern environment.

EXPERIENCE

Web Developer — Linquest Corp

July 2018 - Present

- Software Engineer working with a team following agile development.
- Developed internal website with HTML, XSLT, Javascript, CSS, and jQuery on a Sharepoint Server.
- Revamped table building strategy by building tables with REST and DataTables plugin instead of XSLT, significantly decreasing page load times.
- Introduced bootstrap css to standardize the website's styling.
- Participated in scrum meetings, coordination with product owners, and collaboration with other teammates.

Web Development Intern, Linquest Corp

Summer 2017

- Worked with Project Manager to convert a tedious excel government area badge tracking system to a simple and efficient interface.
- Accelerated request application process with automated emails and custom views of requests.
- Created Wireframes and Entity Relationship Diagrams to present to supervisors to clarify ideas and outline development.
- Tracking system consisted of several lists for storing IDs and descriptions, as well as forms and other custom pages built from HTML, CSS, and Javascript.

Programming Tutor — UC Santa Cruz

Jan 2016 - Jan 2018

- Provided small group and individual for an introductory java programming class at UC Santa Cruz.
- Participated in weekly meetings with class professor to schedule one on one sessions for struggling students.
- Held weekly drop in hours for students to ask questions and receive tips for programs.

Driver & QA Tester — The Free Ride

Jul 2016 - Sep 2016

- QA tester and Driver developing an iOS and Android app to provide free rides in the area.
- Discovered and relayed bugs relating to authentication and ride request process.

EDUCATION

University of California Santa Cruz — Bachelors of Science in Computer Science

Oct 2014 - Jun 2018

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SKILLS

Website and Game Development

Unity Game Engine

REST and SOAP Database
Communication

Agile Development and Scrum

FRAMEWORKS/LANGUAGES

React.js

HTML/CSS

Javascript/jQuery

Java/C/C#

Three.js

GitHub/CodePen

CLASS SUBJECTS

Web Applications

Unity 3D Games

Machine Learning

Operating Systems

Mobile Applications

INTERESTS

Video Game Development

Web Development

Street Art

Creative Design and Media