



Dylan Odekirk *she/her*

Work History

Toast - Full Stack Software Engineer

Remote

10/2021 - 05/2024

- **Enhanced Product Reach:** Initiated and executed iterative feature enhancements, expanding product reach by 50%. Implemented robust security protocols, improving system scalability and reliability, which resulted in a 25% increase in user retention.
- **Collaboration and Quality Assurance:** Worked closely with product and design teams to ensure high-quality deliverables and exceptional customer experiences.
- **Agile Project Management:** Facilitated cross-functional meetings on architecture, product, and design within an agile framework. Enhanced project delivery timelines by 15% and improved product quality by 30%.
- **Code Quality and Documentation:** Led collaborative engineering initiatives while maintaining clear, documented, testable, and high-quality code.

Owner of Majesty Gaming- NonProfit

<https://www.majestygaming.gg/>

Austin, TX

02/2023 - Current

- **Event Management and Organization:** Orchestrated multiple esports events with 100+ participants, including managing brackets, scheduling, and logistics for venue setup. Coordinated venue arrangements, ensuring optimal player and audience experience, and handling details such as AV setup and catering.
- **Branding and Marketing Strategy:** Implemented marketing campaigns to promote events and initiatives, effectively reaching target audiences and increasing participation.
- **Team Management and Leadership:** Directed a nationwide team of 6 players, providing leadership, coaching

Deep Risk - Full Stack Software Engineer and UI Designer

Remote

11/2020 - 10/2021

- **Full-Stack Feature Development:** Engineered and launched end-to-end full-stack features for a startup, boosting user engagement by 40% and reducing page load times by 50%.
- **User-Centric Iteration:** Engaged in daily interactions with users to gather feedback, leading to iterative improvements and a more refined application.
- **User-Facing Features:** Led the complete development and implementation of user-facing features, ensuring a well-crafted interface and design.
- **High-Fidelity Mock-Ups:** Designed high-fidelity mock-ups for over 10 new app features using Figma and Adobe XD, accelerating the development timeline by 20%.

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Websites, Portfolios, Profiles

- [Linkedin Profile](#)
- [Non-Profit](#)
- [Portfolio](#)

Education

University of Texas at Dallas

Richardson, TX

Computer Science

Technical Proficiencies

JavaScript, TypeScript, Kotlin, Java, React, React Native, Redux, GraphQL, MySQL, HTML, CSS, Tailwind, Node.js, REST APIs, Git, Github, Figma, Jenkins, Testing Frameworks, Docker, Ruby on Rails

Awards

- GameHers 2024, <https://thegamehers.com/awards-finalists>
- IFolio Trailblazer of the Year
- Prizepicks player of the year
- Published, [“Creating Effective and Efficient User Dashboards...Well-Designed Webpage Visualization”](#)