

DYLAN PADDOCK

2010 Rue Des Carrières – H2G 1W8 – Montreal, Canada

☎ +1 438 881 4681 • ✉ dylan.paddock@gmail.com • in dylanpaddock
🌐 dylanpaddock • 📺 dylan_paddock

Education

B.Sc. in Electrical Engineering and Computer Science

Berkeley, USA

University of California, Berkeley

Jan 2011 – May 2015

Selected Coursework: Data Structures, Efficient Algorithms and Intractable Problems, Foundations of Computer Graphics, Introduction to Artificial Intelligence.

- GPA 3.718; Dean's Honor List (every semester)
- Eta Kappa Nu Electrical and Computer Engineering Honor Society (2013)
- Tau Beta Pi Engineering Honor Society (2012)

Certificate in English Language Teaching to Adults (CELTA)

Bangkok, Thailand

University of Cambridge and International House Bangkok

Oct 2015

Experience

Mistplay

Montreal, Canada

Full Stack Software Engineer

January 2018 – present

Delivered high-quality, maintainable and user-friendly features in native Android and Node.js. Implemented a pipeline to train and deploy AI models for personalized game recommendations. Deployed releases biweekly while maintaining over 99.9% server uptime and crash-free users as app grew from 8,000 to 150,000 daily active users. Worked closely with a small but rapidly growing team, training new hires, leading daily scrum meetings and coordinating with design, sales and marketing teams.

Maple English School

Okayama, Japan

Native English Instructor

March 2016 – July 2017

Taught English as a foreign language to Japanese students of all ages as the school grew from about 150 students to over 300. Delivered engaging lessons tailored to each student on a variety of topics including reading and writing development, critical thinking, math, and computer science. Developed teaching materials for classroom use and training materials for new teachers.

University of California, Berkeley

Berkeley, USA

Course Facilitator

Sept 2012 – Dec 2014

Designed and taught eight semester-long courses for UC Berkeley students on subjects including *Strategy in Tabletop Gaming*, *Close Readings in Modern Speculative Fiction*, and *Tea*. Assigned and assessed student work for comprehension and critical analysis. Coordinated guest speakers, author events, and screenings.

The Vienna University of Technology

Vienna, Austria

Researcher

June – July 2012

Conducted research on road traffic congestion and control. Programmed traffic models for use in model-predictive control systems.

Computer Science Skills

- | | |
|------------|---------------|
| - Kotlin | - Python |
| - C/C++/C# | - Node.js |
| - Java | - LaTeX |
| - MATLAB | - Git |
| - Agile | - Android SDK |

Language Skills

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|--------------------|---------------------------|
| - Native English | - Elementary Japanese |
| - Advanced Spanish | - Phonetics and Phonology |