

Dylan Parker

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Undergraduate student of information technology with a passion for software engineering. Bringing raw skills in computer science and object-oriented programming paired with an eagerness for learning and refinement. Looking for a software engineering role that prioritizes critical thinking and utilizes effective technologies to deliver creative solutions.

EDUCATION

Bachelor of Science (B.S.) - Information Technology

Aug 2019 – Summer 2021

Kennesaw State University, Kennesaw, GA

- Major GPA: 3.85
- President's List: Spring 2020, Summer 2020, Fall 2020
- Relevant Courses: Advanced Programming Principles (Java), Systems Programming (C++), Advanced Web Development, Advanced Databases, Discrete Mathematics and Structures, Project Management (Agile)

EXPERIENCE

AI Validator

Oct 2019 - Present

Lionbridge, Atlanta, GA (Remote)

- Improved 9 of Google's 20 most used products including Search, Lens, and Assistant by validating machine learning algorithms
- Helped 3.5 billion daily users get accurate results and suggestions by ensuring data inputs and outputs met quality standards for respective products
- Coordinated with the Quality Assurance team to produce reports detailing and explaining inaccurate or unwanted behavior from algorithms

Assistant Manager

May 2018 - Aug 2019

Bar South, Athens, GA

- Achieved 100% employee retention in a high turn-over industry by creating and maintaining meaningful employee relationships while emphasizing teamwork and collaboration
- Slashed accounting and ordering process times by ~30% by creating Microsoft Excel workflows

Bartender

Apr 2017 - May 2018

Bar South, Athens, GA

- Generated increase in product sales 8% YoY by improving customer engagement and providing exceptional service
- Served 100's of daily patrons accurately and efficiently in a fast-paced, high-pressure environment

SKILLS

- Hard skills: Java, C++, OOP, JavaScript, HTML, CSS, REST APIs, SQL, Version control (Git)
- Soft skills: Attention to detail, Problem solving, Leadership, Interpersonal communication, Teamwork

PROJECTS

Automated Software Packaging for Linux

January 2021 – Present

Software Engineer

- Developed a software solution that gathers and packages bioinformatics software and its dependencies into an OS-independent executable
- Tailored software design of open-source projects written in Java and C++ to align with the specific needs and goals of the project
- Utilized Docker to containerize multiple Linux distributions during test automation
- Collaborated in a team environment using Agile methodologies to progress through the software development lifecycle

Books and Movies Database Website

August 2020 - December 2020

Software Engineer

- Developed a website with a complete front end and multiple single-page web applications using HTML, CSS, and JavaScript while maintaining programming best practices
- Integrated back-end services using Goggle Books and The Movie Database REST APIs through AJAX calls
- Implemented search, sort, pagination, and multiple layout functions with jQuery