

# Efraim Dahl

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## EDUCATION

### University of Chicago

*Pursuing BS in Computer-Science and Music* (GPA: 3.8/4)

Chicago, IL

Sep 2018 - Exp June 2022

Odyssey and Charles-Montgomery-Grey Choral Scholarship.

Honors : Deans List 2018-20

Relevant Coursework : Data Structures, Algorithms, Discrete Math, Internet Art, Computer Systems, Calculus, Mechanics, Electricity and Magnetism, Complexity Theory, Computer Architecture, Human Computer Interaction

### Rheingauschule

*Abitur*

Geisenheim, Germany

Aug 2010 - May 2018

Profile Courses: Mathematics and Music

## EXPERIENCE

### Weston Game Lab

*Junior Game Developer*

Chicago, IL

June 2020 - September 2020

- Designed and prototyped a multiplayer exploration game
- Implemented prototype with C# scripting in Unity
- Developed a context based mobile touch controller, handled connection to game via a custom node.js server and websockets

### Byto (Startup)

*Web Developer*

Chicago, IL

June 2020 - Present

- Co developing a Platform for gig-based hiring and networking using Vue.js and Firebase.
- Implemented user authentication and profiles
- Buildt a Cross-Platform and mobile compatible Front-End with vuetify

### Human Robot Interaction Lab

*Research Assistant*

Chicago, IL

November 2020 - Present

- Programming robots to move and speak, using python
- Designing and Conducting research on human-robot interaction, how robots facilitate conversation.
- Built a virtual testing environment to facilitate user studies in Unity

### Sway Mobility

*Intern*

Cleveland, Oh

June 2019 - August 2019

- Developed a prototype of an EV-Charging Infrastructure Management System in AWS, using a non-relational data base, managed with Java-Script and Python
- Designed a user interface for this software
- Built an EV-charging information website using HTML, CSS and Java-Script

## LEADERSHIP AND PROJECTS

### Labyrinth

*Junior Game Designer*

Earth, MW

March 2020 - June 2020

- Co developed an alternate reality game to be played by the university community during quarantine
- Developed quests and web-based mini-games for players.

### Paul Douglas Institute

*Research Associate*

Chicago, IL

Okt 2019 - Present

- Web-scraping Data from major Chicago Newspapers and Social Media, applying Natural Language Processing to analyze how different neighbourhoods in Chicago are perceived.
- Analyze how this data corresponds with property prices, crime-rates and investment patterns

### German National Youth Science Competition

Darmstadt, Germany 2018

- Collaborated with a group of three to design and implement a linear music generator with Java.
- Won second Prize on State level, additional prizes for nondestructive testing and applied computer science

## SKILLS AND INTERESTS

- **Languages:** Fluent in German, English, Conversational in French
- **Programming:** C, C# Python, Java, HTML, CSS, JavaScript, Racket, Bash,
- **Technical:** GIT, non-relational Databases, Vue, Vuetify, Firebase, Unity, AWS, Subversion, experience with Linux and Windows systems, Audio production in FL-studio.
- **Other Interests:** Jazz Piano Improvisation, Music Production, avid mountainbiker and aspiring triathlete.