

# Graham Dungan

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## EDUCATION

### Texas A&M University

*Bachelor of Science in Computer Science, GPA: 4.0*

College Station, TX

*Aug. 2022 – Present*

Software Security

*Python, C, C++, Assembly*

Applied Cryptography

Foundations of Software Engineering

*JavaScript, HTML, CSS*

Database Systems

*MySQL*

Program Design and Concepts

*C++*

Data Structures and Algorithms

*C++, Make, GDB*

### Nolan Catholic High School

*GPA: 4.1*

Fort Worth, TX

*Aug. 2018 – May 2022*

## EXPERIENCE

### Aggie Data Science Club

*Texas A&M University*

Aug. 2023 – Jan. 2024

*College Station, TX*

- Attended introductory lectures on the basics of Data Science, Machine Learning, and Statistics.
- Placed first in an Kaggle regression competition using the Professional Microsoft Capstone Dataset on post-graduate salaries.

### TAMU Formula Electric Team

*Texas A&M University*

Sep. 2022 – May 2023

*College Station, TX*

- Assisted in the design, fabrication, and fastening of critical structures for the chassis, seat mount, and ergonomic positioning of the driver.
- Collaborated with team members in determining optimal methods of weight reduction, cost effective manufacturing techniques, and timelines.

### Nolan Catholic FIRST Robotics Team

*Nolan Catholic High School*

Aug. 2019 – July 2022

*Fort Worth, TX*

- Manufacturing Lead; distributing workload for most manufactured parts, materials management, CAM, Excel, AHK-Python Automation, and risk management.
- Chairman's Lead; producing essays, media, and giving presentations to competition judges, community outreach, and management of team sponsors.

## PROJECTS

### KavTools | *HTML, CSS, JavaScript, React, Three.js, Angular*

June 2024 – Present

- Developed a web application focused on art education and visualization using React, Three.js
- Used linear algebra and analytical geometry to calculate intersections between primitive 3D objects
- Organized an optimized intersection system using custom graphs

### Algorithmic Rummikub Solution | *Python, Tkinter*

May 2024 – July 2024

- Created an algorithmic solution to the board game Rummikub with a GUI
- Used graph theory, set theory, and combinatorics to find the highest number of playable tiles from the set of known tiles in a Rummikub game

### Hiki Kabu Card Game | *C#, Python, Unity*

Dec. 2023 – Feb. 2024

- Developed a singleplayer videogame based off of the Japanese card game Hiki Kabu
- Worked in Unity C# experimenting with object-oriented programming to manage game states and player interaction

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C#/C++, Lua, MySQL, JavaScript, HTML/CSS

**Frameworks:** React, Three.js

**Developer Tools:** Git, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

**Libraries:** pandas, NumPy, Matplotlib, Tkinter