

# Dillon J. Belton

SOFTWARE ENGINEER

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## About Me

Recent Computer Science graduate from the University of Missouri, St. Louis. Seeking an entry-level position in Software Engineering where my strong problem solving skills and CS background will be well utilized. Determined and self-motivated, my temporary work experience in retail and customer service roles provide a good basis for effectively communicating with others in a small team, regardless of technical background. A quick learner who is looking for the right opportunity to prove himself.

## Education

### University Missouri St. Louis

St. Louis, MO

B.S. IN COMPUTER SCIENCE

Aug. 2014 - May 2017

- Design and Analysis of Algorithms
- Object Oriented Programming and Data Structures
- Web Programming
- Programming in Java
- Operating Systems

## Experience

### Tapestry Solutions

St. Louis, MO

SOFTWARE ENGINEER

February 2018 - Present

- Solved issues with and created new features for Interactive Threat Server technology, OneSAF.
- Spoke with customers to develop user stories, clarify objective and share progress on ongoing tasks.
- Developed suite of automated tests to run alongside nightly builds.

### Lowe's Home Improvement

Maplewood, MO

CUSTOMER SERVICE

March - August 2017

- Mastered the use of the internal software systems.
- Facilitated the exchange of fragile and expensive merchandise in a fast paced environment.

### Best Buy

Chesterfield, MO

CUSTOMER SERVICE

October 2016 - February 2017

- Quickly became proficient in the use of several company applications (ETK, OMS, POS).
- Communicated effectively with customers of varying technical backgrounds to ensure they leave with the products they need.

## Projects

### Song of Serpents (Android Game)

<https://github.com/szunray/androidgame>

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Nov 2017 - PRESENT

- Song of Serpents is a touch based strategy game for Android. I am developing it from the ground up in Java with my brother.

### Calendar Notification Mobile App (iOS / Android)

University of Missouri, St. Louis

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- Developed a mobile app with a small team of software engineers for the Music Department at my University.
- Conversed with the primary stakeholders to define requirements.
- Created user stories and monitored development progress using the AGILE method.

### Szunray I/O

szunray.com

WEB DEVELOPER

November 2017 - PRESENT

- Developed a personal website to post progress updates on projects.

## Skills

<b>Programming</b>	Java/JUnit, C#, C/C++, Swift
<b>Web</b>	HTML, Javascript
<b>Applications</b>	Visual Studio, Xcode, Eclipse, Excel, IntelliJ, Netbeans, Android, Autolt, Microsoft Access