DHIMITRI DINELLA

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EDUCATION

University of Illinois Chicago (UIC)

Chicago, IL Dec 2024

Bachelor of Science in Computer Science

Cumulative GPA: 3.7/4.0; Dean's List 2023-2024

Relevant Coursework: Software Engineering, Network Security, Database, Data Structures, Object-Oriented Programming.

TECHNICAL SKILLS

- Programming Languages: JavaScript, Python, SQL, HTML, CSS, C, C++, Java.
- Tools: Jira, GitHub, Git, Visual Studio, GDB, Nano, Vim, IntelliJ IDEA, Arduino circuits/software

EXPERIENCE

iCodice LLC.

Jan 2024 - Feb 2025

Project Manager

- Led cross-functional collaboration with design and development teams to plan and deliver 5+ user-friendly web
 interfaces, ensuring 100% on-time project completion and alignment with business objectives.
- Conducted detailed analysis that identified the three primary causes of website crashes; led efforts that eliminated these
 issues entirely within two development cycles, enhancing overall stability for users.
- Managed client requirements, stakeholder communication, and project documentation, delivering tailored solutions that exceeded expectations and contributed to a 95% client satisfaction rating.

Berkshire Communities.

Jan 2023 - Dec 2023

The Ellison Apartments – Assistant Property Manager

- Managed tenant leasing and rental agreements for 115 residential units, ensuring compliance with fair housing laws and company policies.
- Improved tenant rent collection process by implementing automated reminders and online payment options, resulting in 98% on-time payment rate and positive feedback from 80% of tenants surveyed.
- Created a streamlined scheduling system for maintenance and vendor services, cutting response times by 30% and improving efficiency.

PROJECTS

Database Design – UIC Healthcare Management System

Jun 2024 – Jul 2024

- Started and completed an ER model to manage patient records, physician monitoring, medication tracking, and financial transactions for a 200+ patient system.
- Leveraged SQL to streamline data management for invoicing, medication history, and physician assignments, reducing query time by 20%.
- Strengthened database reliability by optimizing relationships between 15+ critical entities, reducing query execution time by 25% and minimizing data redundancy by 30%.

Blackjack Game-UIC Mar 2024

- Designed a JavaFX-based Blackjack game with animated card displays, accurate game logic, and features like card shuffling, scoring, and dealer AI, tested by over 50 users to ensure functionality and engagement.
- Implemented real-world game logic for accurate gameplay, balancing updates and managing bets for over 100 simulated rounds, ensuring a 95% accuracy in rule enforcement and player outcomes.
- Reduced errors by 30% through robust input validation and error handling mechanisms.

The Chicago Lobbyist Database App-UIC

Feb 2024

- Developed a multi-tier Python application managing a 500+ entry lobbyist database, enhancing data accessibility and accuracy.
- Integrated SQLite3 with Python to handle real-time data for over 50,000 records and utilized Matplotlib to create over 20 clear and informative visualizations, enabling actionable insights from SQL queries.
- Boosted operational efficiency by automating data access and presentation workflows, reducing manual effort by 40% and processing over 10,000 records daily.