Dylan Walters

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https://github.com/Dylan-Walters-Student

Objective

Highly motivated student looking to acquire a position to further enhance technical understanding of software engineering while simultaneously developing strong problem-solving skills.

Education

Zeeland East High School

Expected Graduation: May, 2024

Cumulative GPA – 3.68

Software & Game Development | CTC

August, 2022 – Present

Average Term GPA – 4.00

Experience

Software and Game Development Student

- Created many complex algorithms through collaboration with peers
- Solved relevant and technically puzzling lab assignments through the use of computer programming
- Used C# to learn the basics of programming and create interactive 2D games in Unity
- Created dynamic and responsive websites using HTML5 and CSS3
- Utilized Git to implement version control to streamline remote development and to allow for effortless collaboration with peers

Certifications

- IC3 GS5– Digital Literacy
- Information Technology Specialist: HTML and CSS

FIRST Robotics Competition

January, 2020 – Present

- Used Java to implement object-oriented programming principles to develop a robot
- Led the team in solving issues in a fast-paced environment as the lead software technician
- Worked with a team of developers to update existing software to optimize the robot's performance for tournament style competition
- Developed effective communication and teamwork skills through collaboration with various subgroups on the team

Menards

July, 2022 – May, 22, 2023

 Worked with a team to keep a welcoming and enjoyable environment through helping customers and keeping the parking lot clear

Projects

Reinventing the Wheel

Collaborated with peers to create a NuGet Package containing utility functions for Arrays, Strings, and Math operations. The project avoided the use of pre-created functions to better educate ourselves on the workings of these utilities. Using the package would prevent needless repetitive code across different projects.

Technical Proficiencies

• *C*#

- Java
- HTML

CSS

- Visual Studio Code
- NuGet
- OBS Studio
- Unity

• Python

- Visual Studio
- JavaScript
- GitHub