

# THEODORE A. DYER

## PERSONAL INFORMATION

Santa Clara, CA  
(425)236-4036  
tdyer@ucsc.edu

## RELEVANT LINKS

[people.ucsc.edu/~tdyer](http://people.ucsc.edu/~tdyer)  
[linkedin.com/in/theodoredyer](https://www.linkedin.com/in/theodoredyer)  
[github.com/tdyer21](https://github.com/tdyer21)

## EDUCATION

University of California, Santa Cruz - Santa Cruz, CA  
Bachelor of Science - Computer Science  
Expected Graduation - June 2020

- Relevant Coursework: Computer Systems Design, Data Programming for Visualization, Compiler Design, Mobile Application Development, Computer Graphics, Computational Methods and Applications, Computer Architecture, Analysis of Algorithms.

## DEVELOPMENT EXPERIENCE

Unity Development Intern  
Big Picture Game Studio  
(June 2019 - October 2019)

- Developed game logic and systems in C Sharp working in a small team environment.
- Collaborated with artists to design an efficient mobile UI/UX in Unity.

WebGL Project Work  
Hosted on [people.ucsc.edu/~tdyer/](http://people.ucsc.edu/~tdyer/)  
(April 2019 - June 2019)

- Created an interactive 3D graphics experience utilizing advanced WebGL concepts in a group of 3. Personally developed a physics system for object manipulation.

Android Mobile Development  
Studease  
(September 2017 - February 2018)

- Collaborated with a team of four to develop an android app that serves as a productivity tool and general aid to academic success.

## SKILLS

Languages and Platforms

- Proficient: JavaScript +(HTML/CSS), D3.js, Python, Java, C, Unity, OpenGL,
- Some Experience: React.js, C++, Assembly, Haskell,

Non-technical Skills: Communication, Organization, Leadership, Creative Problem Solving.

## LEADERSHIP EXPERIENCE

Vice President  
Tau Kappa Epsilon Fraternity (Upsilon Pi Chapter)  
(May 2019 - Present)

- Oversee work of the fraternity's committee chairmen, providing them detailed feedback with the goal of shaping them into more effective leaders, and overseeing the work of all executive members in the absence of the president.