

THEODORE A. DYER

PERSONAL INFORMATION

Santa Clara, CA
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RELEVANT LINKS

theodoredyer.github.io
linkedin.com/in/theodoredyer
github.com/theodoredyer

EDUCATION

Johns Hopkins University - Baltimore, MD
Master of Science - Computer Science (Focus in Data Science and Cloud Computing)
Expected Graduation - August 2022

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

PRIMARY SKILLS

Languages and Libraries:

- Python (Pandas, NumPy, scikit-learn)
- SQL (SQLite)
- Java
- Data Visualization (D3.js, Matplotlib, Seaborn)
- JavaScript & HTML/CSS
- C

Relevant Coursework:

- Data Programming for Visualization
 - Computational Methods and Applications
 - Analysis of Algorithms
 - Computer Systems Design
 - Compiler Design
 - Computer Graphics
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DEVELOPMENT EXPERIENCE

Data Visualization
SGPA and Personal Projects
<https://theodoredyer.github.io/projs.html>

- Using D3.js and accompanying HTML/CSS, performed analysis and visualization of Seattle police data, identifying issues in police accountability.
- Created a population density heat map of Washington state to link above patterns to county population.

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

- Developed progression and currency systems in addition to core game-play logic in C# working in a small team environment.
- Collaborated with artists in the design and integration of UI elements to build an intuitive user experience.

WebGL Project Work
(April 2019 - June 2019)

- Created an interactive 3D graphics visualization utilizing lighting, key framing, and camera control in a group of 3, personally developed a physics system for object manipulation.
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ADDITIONAL SKILLS

Familiar With:

- Docker
- Brain.js
- Haskell
- Node.js
- OpenGL (Web Graphics)
- Unity