

THEODORE A. DYER

PERSONAL INFORMATION

Santa Clara, CA
(425) 236-4036
tdyer4@jhu.edu

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:

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

Relevant Coursework:

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

Data Visualization

SGPA and Personal Projects

<https://theodoredyer.github.io/projs.html>

- Using Python (Pandas/NumPy) and D3.js with accompanying HTML/CSS, performed analysis and visualization of Seattle police data to identify 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:

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