Dylan van Bunnik

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May 2024 graduate seeking full-time opportunities in Software Engineering

Education

3.96/4.0 **BS in Computer Science**, *Georgia Institute of Technology* | Atlanta, GA

August 2020-Present

Courses: Linear Algebra | Data Structures and Algorithms | Computer Organization and Programming | Multivariable Calculus | Computer Graphics | Computer Audio | Computer Networking | Information Visualization | Applied Combinatorics

Experience

CapitalOne, *SWE Intern* | Richmond, VA   *May 2023 - Aug 2023*
- Designed an inhouse web application with React to display data visualizations regarding customer information.
- Created a REST API with AWS Powertools for Python to supplement the frontend.
- Deployed the web app onto AWS S3 and implemented an SSO authorization scheme.
- Used AWS Lambda and AWS Route 53 to serve the backend.

Humana, *IT Intern* | Remote   *May 2022 - Aug 2022*
- Developed the backend architecture for an iOS health literacy application.
- Created REST API endpoints to interface with the MongoDB database.
- Utilized ML/AI techniques to implement speech recognition and translation.
- Worked with Azure AS and AD to manage deployment and authorization.

Mobile Associates, *Intern* | Kennesaw, GA   *Jan 2020 - Feb 2020*
- Worked with CEO to manage various websites and applications.
- Applied common SEO practices to increase client's website's use.
- Learned basic website development and project management skills.
- Communicated with clients and other developers to complete tasks for various projects.

Skills

Programming   Java, Javascript, HTML, CSS, C#, Python, Git, C, React
Software   Windows, MacOS, IntelliJ IDEA, VS Code, Unity Engine, AWS, Microsoft Azure

Projects

Player Health and Safety Web App   *Jan 2022 - Present*
Georgia Tech Research Team: The Future Esports Experience
- Developed a web application allowing Esports players to complete surveys regarding their general wellbeing.
- Used NextJS to develop the app and TailwindCSS to use consistent styling across the site.
- Setup Auth0 to handle user authentication and hook into our NextJS app.
- Created an ExpressJS backend that interfaces with a MongoDB database to persist our survey responses.

Escape   *March 2021*
Personal Project
- Developed a Minecraft minigame using Java and the Spigot API.
- Learned how to use the Spigot API to communicate with Java and the Minecraft server.
- Created a modular system for the minigame backend allowing for easy modification.
- Devised a minigame system to establish an easy-to-follow game flow.
- Developed a way to handle packets to provide unique functionality to my minigame.

GUI Chat   *February 2021*
Personal Project
- Created a chat application in Java that supports multiple chatters across WAN.
- Used the JavaFX library to create a GUI for the server and the client.
- Utilized my knowledge of sockets and networking to deliver packets between client and server.
- Learned how to support the chatting functionality across a wide area network.