


DYLAN ZEMLIN

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 Norman, Oklahoma

EDUCATION

University of Oklahoma — Computer Science B.S

Expected Graduation 2025

- **Minor:** Mathematics
- **Current GPA:** 3.78

SKILLS

Languages: C#, Java, HTML/CSS, Javascript, Typescript
Software & Tools: **Backend:** NextJS, Express, MongoDB, AdonisJS, Postgres
Frontend: React, Bootstrap, Mantine/MUI
Others: Unity, NodeJS, LaTeX, Linux, Git, NGINX, NPM, Yarn, ROS

WORK EXPERIENCE

Student Programmer - K20 Center

April 2022 - Present

- I work with other departments, schools, and programmers to create educational software for both learning and productivity. This work primarily includes using Unity for game development, as well as frameworks like NextJS and Adonis for web development.

Freelance Software Developer

March 2017 - January 2021

- Created and distributed both free and paid plugins for the popular Unity game Rust.
- All software was created using C# utilizing the Rust modding framework uMod.

UNIVERSITY INVOLVEMENT

- Sooner Competitive Robotics *August 2021 - Present* *Vice President of Competitions*
 - Software Lead
 - * I lead the software team which uses ROS and Python/C++ to create a fully autonomous robot. I also assist in developing the firmware using C to connect Arduino's to various pieces of hardware.
 - * I mentor incoming and returning students on how to use various technologies to ensure the continued success and development of our organization, robots, and their education.
 - Assisted in the development of a Competition Simulator using C# and ROS. It is primarily used test our robot when it is not physically built or working, and has been proven to be extremely accurate to real world tests.

PROJECTS

Discourse

November 2022 - December 2022

- Discourse is a voice chat application written for a Software Engineering course created in the span of about two weeks.
- As the only developer, I used NextJS for the frontend/backend and WebRTC to support voice chat and camera/screen sharing. Additionally, I used web sockets to handle chat messages and connecting users, implementing custom solutions to common issues like rate limiting.

Battle of the EBees

November 2022 - Present

- A RTS game in which players compete to program the best "Agent" possible among other participants.
- As the lead front end/back end developer, I use NextJS and MUI to write a clean frontend while also writing a efficient and secure back end. I also work tightly with the Canvas API to render the game itself.
- I also manage and maintain the Linux machine all of our code is hosted on, using tools like Cloudflare, NGINX and docker.