DYLAN KROFT

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EDUCATION

Bachelor of Advanced Computing (Honours) | University of Sydney   2019 - 2022 (Expected)

- Bachelor of Advanced Computing (Honours)
- Double Major in **Computer Science** and **Design**
- **High distinction** (90.0) annual average mark for 2020

WORK EXPERIENCE

Global Program Coordinator | World Scholar's Cup   Jun 2017 - Feb 2020

- Senior staff member for an international academic enrichment program with events in over 80 countries and a yearly participation of 35,000 students from 1,000 schools.
- Organized and hosted regional events in over 60 cities, which involved liasing with host venues, arranging catering, preparing testing material, and emceeings opening and closing ceremonies.
- Led the logistical coordination of large-scale international events (1,000 to 4,500 participants) at international convention centers and universities.
- Met with school administration and presented to students at over 300 schools across 60 cities.
- Handled high volumes of email correspondence with vendors, participants, and venues.
- Designed event banners and other print materials using Adobe Illustrator and InDesign.

PROJECTS

COVID-19 Vaccination Tracker   Jan 2021
Javascript & React

- Created an online interactive map visualizing the worldwide rollout of COVID-19 vaccination using React.
- Connected to a live database to ensure up-to-date statistics.

Currency Converter & Vending Machine Simulator   Sep 2020 - Nov 2020
Java & JavaFX

- Worked in a team of six to develop two applications following agile development practices (scrum).
- Designed and implemented the front-end for our applications using JavaFX, and database parsing using Java.
- Implemented continuous integration and tesing using JUnit and the Jenkins automation server.

Boeing 737 Max Design Disaster Case Study   May 2020 - Jun 2020
Adobe Illustrator & Final Cut Pro

- Produced a 17-page visual report in Adobe Illustrator and accompanying video in Final Cut Pro investigating the design decisions resulting in the Boeing 737 Max aviation accidents.
- Proposed a re-design framework to minimize the potential for such incidents from occuring in the future.

Invadem   Oct 2019 - Nov 2019
Java & Processing

- Implemented Space Invaders using Java and the Processing library.
- Updated game mechanics, implemented additional features such as power-ups and different weapons, and designed new versions of game sprites.
- Developed a comprehensive suite of testcases and unit-tested with JUnit.
- Implemented the AABB collision detection algorithm.

SKILLS

Java, JavaScript, React, Python, C, Photoshop, Illustrator, InDesign, Microsoft Office, LaTeX, HTML/CSS, SQL, Public Speaking, English (Native), Chinese (Fluent)

INTERESTS

Vector illustration, architectural and urban photography, graphic design, sneakers, coffee, tea, and pushing the boundaries of microwave-cooking.