Dylan Zemlin

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EDUCATION

The University of Oklahoma   Norman, OK
B.S. Computer Science   *Aug. 2021 – May 2025*

The University of Oklahoma   Norman, OK
M.S. Computer Science   *Aug. 2025 – May 2026*

EXPERIENCE

Student Programmer   April 2022 – Present
K20 Center — Game Based Learning   *Norman, OK*

- Lead the development of a education based computational thinking game using Unity that has been tested in numerous schools around Oklahoma.
- Developed various internal tools using NextJS and Adonis to boost productivity and performance.
- Created an analytics dashboard that shows data collected from a mobile app such as frequently visited locations and individual user paths.
- Worked with other teams such as writing, art and quality assurance to ensure the smooth and quick release of new builds.
- Wrote testing plans and documentation for games and other software tools that allowed quality assurance to test builds quickly and effectively, reducing the time required to publish updates.

Software Lead/IGVC Captain   August 2021 – Present
Sooner Competitive Robotics   *Norman, OK*

- Created a competition simulator for SCR robots that uses ROS and Unity to evaluate robot performance in real time.
- Created a website that integrates with Vercel, Cloudflare, and other tools to create a smooth public image for our team.
- Led the development of software for autonomous robots using a blend of ROS, Python, C++, Raspberry Pi's, and Arduino's.
- Mentored new and returning students of all disciplines in creating both autonomous and manually driven robots.

PROJECTS

Rosie | *Python, OpenAI*   February 2024

- Integrated with a few OpenAI projects to handle voice to text and text to voice processes, as well as ChatGPT to generate results based on user prompts.
- Integrated with Arduino's to drive various hardware components such as our Oscilloscope based display and LCD screen.
- Created a relay service that allowed us to offload voice processing to another machine on a separate network.

Bread | *NextJS, Recharts, PostgreQSL, Prisma, OAuth, Vercel*   June 2023 – Present

- Developed a custom financial planner that integrates with google authentication and is continuously deployed using Vercel.

Twitch Bot | *Twitch, Typescript/Node, MongoDB, Redis, Websockets*   June 2023 – Present

- Developed a twitch bot that integrates with twitch authentication, redis, and postgres to allows users to sign in and automatically connect their personal bots.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript/TypeScript, HTML/CSS, SQL
Frameworks: React/NextJS, ROS, PostgreSQL, Adonis
Developer Tools: Git, Docker, Google Cloud Platform