

DYLAN DAWKINS | CREATIVE TECHNOLOGIST

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SOFTWARE SKILLS

Proficient in:

- Unity
- C#
- Arduino (C/C++)
- JavaScript
- Maya
- Git/GitHub
- Photoshop
- Illustrator
- Premier Pro
- After Effects
- InDesign
- Microsoft Office

Experience with:

- SolidWorks
- HTML/CSS
- Processing
- Java
- Python

OTHER SKILLS

- VR/AR Development { ARKit/ARCore, Oculus, HTC Vive, Magic Leap, Hololens }
- Rapid Prototyping
- Node.js/React.js
- REST APIs
- UI/UX
- Concept Design
- Public Speaking
- Vertical Mill
- 3D Printing
- Laser Cutting
- Wood work
- Photography
- Videography

EDUCATION

New York University | M.P.S. Interactive Telecommunications Program (ITP)

New York City, NY | Expected Class of 2021

Coursework in: Computer Programming (C, JavaScript, C#), VR/AR, Machine Learning, Game Design, Exhibit Design, Physical Computing, Server-side/Client-side web development

Stanford University | B.S. Product Design Engineering

Stanford, CA | Class of 2016

Coursework in: Programming (Processing, Java), Mechanical Engineering, Electrical Engineering, Design Thinking, User Research, UI/UX

EXPERIENCE

echoAR | Software Development Intern

Remote - New York, NY | Fall 2020

- Assist in the development of a cross-platform, cross-device, real-time cloud engine with geolocation support
- Assist in updating and expanding existing support resources and documentation for developers and content creators on the website (e.g., FAQs)
- Build and expand SDKs, including: (a) Unity SDK, (b) Swift SDK, (c) Java SDK, (d) Node.js SDK, (e) SparkAR SDK, (f) Lens Studio SDK.
- Build demo applications connected to the Company's platform

Universal Creative | Advanced Technology Interactives R&D Intern

Orlando, FL | Fall 2019

- Prototyped emerging technologies to incorporate in theme park environment using software (C/C++/C#), electrical and mechanical systems including game engines, AR/VR, microcontrollers and sensors.
- Worked with other departments including the Prop and Model departments to develop interactive technologies and high-fidelity prototypes
- Developed proprietary technology and submitted ideas to patent process
- Researched technical papers and innovative companies for potential use-cases

Discovery Inc. | Location-Based Entertainment Intern

West Hollywood, CA | Summer 2019

- Developed concepts for interactive Discovery experiences
- Designed creative assets from implementation in digital and printed media
- Contributed to Discovery Destinations brand direction and strategy

Walt Disney Parks & Resorts | Jr. Graphic Designer

Lake Buena Vista, FL | 2018

- Designed content and graphic designs for internal and external audiences for Walt Disney Parks and Resorts Worldwide Health and Safety
- Created documents, presentations, and web materials for Disney executives
- Collaborated with multiple departments to manage projects across disciplines.

Stanford University | Experimental Media Lab Assistant

Stanford, CA | 2015 - 2016

- Created media and implemented new media technologies
- Identified, created, and executed the responsibilities of the assistant position
- Managed and maintained extensive digital and electronic equipment inventory

OTHER

- **NYC Media Lab Fellowship: AR Prototyping | Fellow** | New York, New York | 2019
- **Graduate Student Organization | Board Member** | New York, New York | 2018-2019
- **Give Kids the World | Volunteer** | Kissimmee, FL | 2017 - 2019
- **Reality Virtually Hackathon @MIT | Participant** | 2019