Tring, England
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Dylan Green

github.com/JarrahGreen
Website Portfolio

I am an undergraduate software engineering student interested in software engineering placements in industry. I am hardworking, professional and experienced in turning ideas into results.

Education

- **Bachelor of Science, Software Engineering,** University of Kent, England — **Sep 2024 – Present**
    - Software and Web development
    - Foundations of computing (Maths)
    - Internet Technologies and Computer systems
- **Level 3 Extended Diploma D*D*D, Computer Science,** West Herts College, England — **2020 – 2022**

Work Experience

Receptionist and Porter   **Pendley Manor**   **Oct 2022 – Sep 2024**
Front of House   Tring, England
- Enhanced my communication skills by engaging professionally and kindly with guests and the public, leading to **improved reviews** for the hotel.
- Working in a team where the shifts are changed each week means I have excellent timekeeping.
- Demonstrated flexibility to adapt to business demands, through a strong work ethic during busy weekends.

Tennis Coach   **Cre8tive Tennis**   **May 2022 – Jan 2023**
Tennis Team   London, UK
- Improved my leadership by guiding people in a positive manner and encouraging them to persevere which created a good environment for learning.
- Using my **10 years** of experience of playing tennis I ensured they had an educational, fun and safe experience on the court.
- Created new games and drills to help teach new concepts or to keep them entertained.

Projects

Improved an existing website   **2024**
- Created a list of the client requirements for the improved website and evaluated which were possible.
- Communicated **weekly** with the client to make sure any new ideas could be accomplished.
- Implemented the requirements and asked for feedback to make sure it fit the liking of the client.
- Technologies used: HTML, CSS, WordPress

Portfolio website   **2024**
- Architected a front-end website that demonstrates my portfolio projects visually and interactively.
- Conducted user interviews with **3 users** and used the feedback to iterate and improve the product.
- Technologies used: HTML, CSS, JavaScript

Java game   **2023**
- Programmed a 2-player 2D game in Java called "Escape the Horde" that is over **1000 lines** of code.
- Used Piskel to create art assets such as a menu screen and the players.
- Technologies used: Java, IntelliJ Idea, Piskel

Technical Skills

- **Languages**: Java, Python, C, C++, C#, HTML, CSS, JavaScript
- **Technologies**: Unity, Piskel

Hobbies

- Learning Spanish as I love learning new perspectives and connecting with people.
- Boxing and running as I enjoy to challenge myself and improve my fitness.
- Programming games as it develops my creativity and problem solving skills.